



Akodo's Guidance



KAMI • EXPERIENCED • UNIQUE

Lion Clan players may target defending enemy units with the rulebook Favor Political Battle action.

Battle: If you are a Lion Clan player, discard this card and choose your performing Personality: Melee 4 Attack.

The Steel Lion is new to the Championship, but her swordsmanship and tactical prowess are reminiscent of Akodo One-Eye.

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Bayushi's Guidance



KAMI • EXPERIENCED • UNIQUE

After a player's turn begins, if he is Scorpion Clan: Each other player loses 1 Honor.

Open: If you are a Scorpion Clan player, discard this card and target one or more face-up Personalities in provinces: Put each one at the bottom of its owner's deck in any order. Refill the provinces face-up.

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Nitoshi, the Poison Mask, strikes in the night against the Empire's enemies.



Daigotsu's Guidance



UNIQUE

After a Celestial enters play (*including this one*): Discard all Kami Celestials in play.

Battle: If you are a Spider Clan player, discard this card and target an enemy unit: Destroy all bowed cards in it. Bow it.

"Father... I wait. I will lead our people to victory."





Doji's Guidance



KAMI • EXPERIENCED • UNIQUE

Crane Clan players may take the rulebook Favor Political Battle action even if they control no units at the current battlefield.

Open: If you are a Crane Clan player, discard this card: Put a non-Unique Strategy with a Political ability in your discard pile into your hand.

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Makoto, the Smiling Blade, is graceful, calm and focused in court and battle.



Hida's Guidance



KAMI • EXPERIENCED • UNIQUE

Before the first straightening each battle of a Personality whose enemy leader is a Crab Clan player: Negate that straightening.

Battle: If you are a Crab Clan player, discard this card and target a Personality: Bow him. Bow his unit if he is attacking.



The Little Bear carries his great-grandfather's spirit.



Shiba's Guidance



KAMI • EXPERIENCED • UNIQUE

After a battle resolution ends in which a Phoenix Clan player destroyed one or more provinces or enemy cards: He draws a card.

Battle/Open: If you are a Phoenix Clan player, discard this card: Put a non-Unique Spell or Kiho in your discard pile into your hand.

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The Soul of Shiba has been Tsukimi's constant companion for decades.



Shinjo's Guidance



KAMI • EXPERIENCED • UNIQUE

Unicorn Clan Personalities have +1F while they have an attachment.

Limited: Discard this card: Search your discard pile, then Dynasty deck, for Moto Naleesh and put her into one of your provinces, face-up, discarding the card that was there.

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"They say I am Shinjo reborn. Why do I not feel different?" – Moto Naleesh



Togashi's Guidance



KAMI • EXPERIENCED • UNIQUE

Dragon Clan players' maximum hand size is increased by two.

Battle/Open: If you are a Dragon Clan player, discard this card: You may either put a Ring in your hand into play, or search your discard pile, then Fate deck, for a Ring and put it into your hand.

帝 *The Laughing Dragon balances the Togashi and Mirumoto.*



Yoritomo's Guidance



KAMI • EXPERIENCED • UNIQUE

After engaging, if the Attacker is a Mantis Clan player: Reduce the current battlefield's province's strength to 5.

Limited: If you are a Mantis Clan player, discard this card and target your discarded Port Holding: Put it into play (*bowed*), paying all costs but paying 2 less Gold.



The Growing Storm's reign shall shake the Empire.



Abandoning the Fortunes



UNIQUE

Until the game ends, before each player's turn ends, if his Dynasty deck has no cards, he chooses and destroys one Personality or Holding he controls for each of his provinces without a Dynasty card in it.

"This land is fraught with peril, and not only the physical. Our souls must remain pure." – Yung





Alter History



UNIQUE

After the next time this game you destroy a province as the Attacker, the Defender loses 5 Honor. If this loss brings him below his starting Family Honor, then until the game ends, he may ignore Honor Requirements when bringing Personalities into play.

"Ambitious men might succumb to temptation. Our duty is to record without bias. We alone can do so." – Miya Shoin



Benefices of the Emperor



IMPERIAL • UNIQUE

Each player in turn order starting with you may choose a card in his hand. Discard all chosen cards. If exactly one player's card has the lowest Focus Value of all those cards, he gains a province to the left of his leftmost province. If exactly one player's card has the highest Focus Value of all those cards, permanently increase his maximum hand size by three, and he draws three cards.



Iweko Setai often represents his wife in court.



Boastful Proclamation



UNIQUE

If any other player controls a Personality, then at the start of your next turn, if this province still exists, permanently give it +3 strength and gain 3 Honor. Until your next turn begins, after battle resolution destroys this province, give each Personality in the attacking army a +1F token and the Attacker may draw a card.



"You will die waiting for us to surrender, dogs!"



Cherry Blossom Festival



FESTIVAL • UNIQUE

No players may take Reactions until your next Events Phase begins.

“Rokugan is a land of festivals. It is necessary for the common people to have release from the tedium of their honorable labors. They serve the Empress loyally, and in return she offers them grand celebrations.” – Voice of the Emperor





Cross-Clan Wedding



UNIQUE

Choose a Personality you control and another player. The player takes control of the Personality. If he now controls the Personality, he chooses another Personality he controls; take control of him.

A popular means of cementing treaties and alliances is through marriage between the clans. Those who participate consider it a duty, nothing more.



Delayed Arrival



Choose a Personality in play. He may not be assigned to attack you until your next turn begins.

"I see the festivities began without me. Just as well, I suppose. You would need a short practice to have any chance against me."





Disgrace



UNIQUE

Until your Events Phase two turns from now begins, other players may not target your Personalities with Limited actions.

"Your actions have brought shame to your entire family. Others will shoulder a share of your burden until such time as your disgrace can be forgotten."





Glory of the Shogun



SHOGUN • UNIQUE

Until the game ends, equipping is a **Battle/Open** action (*for all players*), and after the first time each turn each player attaches a card with a base Gold Cost of 5 or more from his hand, that player may draw a card.

“In times when the Emperor cannot defend the Empire, the Shogun must do so in his place.” – Sun Tao





Imperial Gift



IMPERIAL • UNIQUE

Gain 2 Honor and search your Fate deck for an Item, show it, and put it into your hand.

"I bear a gift for you, commander, to commemorate your service and glorious victory for the Empress."

帝



Moon and Sun



UNIQUE

Each player may shuffle an Event in his discard pile into his deck.

“Onnotangu and Amaterasu gave way to Hitomi and Yakamo, who gave way to the Obsidian Moon and the Jade Sun. The Heavens are complete and their blessings are showered upon the mortal realm.” – Matsu Kasei





Naoharu's Gift



WINTER • UNIQUE

Show a card in your hand to another player. You offer it as a gift. He may put it in his hand; if he does, you gain Honor equal to its base Focus Value. If you showed a card and he did not put it in his hand, discard the card and draw two cards.

“Naoharu is long since gone, but his lessons endure for a new generation to learn.” – Doji Shunya





Rebuilding the Empire



UNIQUE

Any player with three or fewer provinces may gain a province to the right of his rightmost province. Each player who gained a province from this has his Family Honor lowered to its starting value, and he may not declare an attack until your next turn begins. This Honor loss will not be negated or given to another player instead.



The end of an era, the beginning of another.



Successful Bounty



UNIQUE

Until your Events Phase three turns from now begins, after each time a Personality opposing a Magistrate or Courtier becomes dishonorable from an action, the Personality's controller loses 2 Honor.

"Good day, Champion. I am pleased to surrender this fugitive to you for justice. I believe there is a stipend for his capture?"





Suspensions



UNIQUE

Until the game ends, before each of your Events Phases ends, each player in turn order starting with you loses 1 Honor.

"The greatest dramas always leave the matter of guilt or innocence slightly ambivalent. Is it any surprise the Scorpion feature prominently in so many?" – Bayushi Hurunayi





Wisdom Gained



UNIQUE

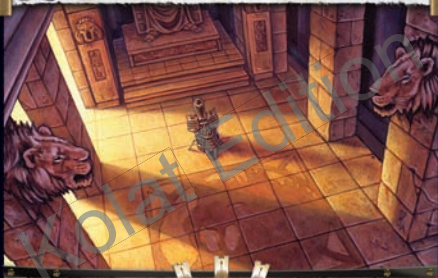
Starting with you, each player may search his discard pile and Fate deck for a Ring, show it, and put it in his hand.

“In twenty years of relative peace and exploration, we have learned so much. We must be ever vigilant to ensure that wisdom is not forsaken for war.” – Shiba Tsukimi





Akodo's Grave



2

Bow this card: Produce 2 Gold.

Battle: Bow and destroy this card and target a Terrain: Destroy it.

"I do not understand why you would not accept the Championship, Kano."

"All I have done is for the good of the Lion, Dairuko-sama. You will rule, and I will serve you with all my skill."

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Bamboo Harvesters



0

FOREST • UNIQUE

This card will not straighten
before your second turn.

Bow this card: Produce 2 Gold.

*"It is not a glamorous holding, but it has made
me a wealthy man. Rebuilding an Empire takes a
lot of bamboo, after all." – Yasuki Dokansuto*

帝



Border Keep



0

UNIQUE

Bow this card: Produce 2 Gold.

Limited: If it is your first turn: Put one or more cards in your provinces at the bottom of your deck, refilling the provinces face-up.

Limited: Once per game: Put one or more cards in your provinces at the bottom of your deck, refilling the provinces face-up.



Chugo Seido



2

TEMPLE • SINGULAR

Bow this card: Produce 2 Gold.

Reaction: When another player's action would target one of your Personalities, destroy this card: Choose one of your Samurai at the same location. The action targets him instead, if legal.

"Bushido is our shield." – Shiba Sansesuke

帝



Copper Mine

2

MINE

Bow this card: Produce 2 Gold, or 3 Gold if you are a Lion Clan player.

“Concern for money is said to be beneath a samurai’s notice, but no general can ignore the importance of logistics. I want complete reports on the profits of our mines and where that koku goes.” – Akodo Dairuko

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Deeds and Words



2

Bow this card: Produce 2 Gold.

Reaction: Before the resolution of an action during the Action Phase, destroy this card: Choose one of the Honor gains or losses from its effects. Reduce it to 0.

“Trouble comes and trouble goes, and none of it really exists until it is properly recorded in the Imperial histories.” – Miya Nishio

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Falling Rain Dojo



2

Dojo • SINGULAR

Bow this card: Produce 2 Gold.

Reaction: Before Focus Effects resolve, if your Duelist has a lower duel stat than the Personality facing him: Give your Duelist +1 to his duel stat until the duel ends.

“Do not tolerate lies. Not in others, not in yourself. Fill yourself with truth, and your strength will overflow.” – Doji Hakuseki

Family Library



2

Bow this card: Produce 2 Gold.

Limited: Target a discarded (*not dead*) Personality in your discard pile and a face-up card in one of your provinces, and destroy this card: Discard the face-up card, refilling the province face-up with the Personality.

"A man who is learned in the Tao can bring forth treasures old and new." – Makito



Fortifications



0

CASTLE

Your provinces have +1 strength.

"And so this land, which once spawned a monstrous threat to the Empire, has been become its treasury. May our descendants ponder this daily and consider how the Heavens rain their blessings upon our land. May they never falter in their devotion to the throne."
– *Chronicle of the Blossoming World, Part IV*

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Geisha House



2

GEISHA HOUSE

Bow this card: Produce 2 Gold, or 3 Gold if you are a Scorpion Clan player.

"They are such inviting places, where samurai can set aside their duties and complain about their lot in life. We must never destroy that pleasant illusion." – Bayushi Nitoshi

帝



Gold Mine



2

MINE

Bow this card: Produce 2 Gold, or 3 Gold if you are a Dragon Clan player.

*“Nothing of worth grows on our mountains,
and yet we are fed and clothed by their bounty.
We live on the surface of a riddle, never
questioning its meaning.” – Mirumoto Shikei*

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Governor's Court



2

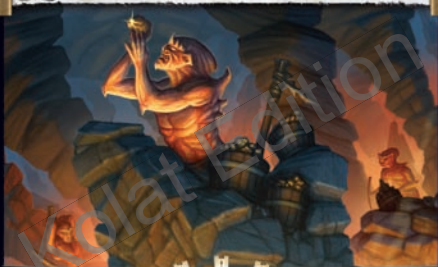
Bow this card: Produce 2 Gold.

Political Open: Even if this card is bowed, choose your performing Courtier and bow him or this card: Choose another player with an unbowed Personality in play. He may choose to target and bow one of his unbowed Personalities. If he did not choose this, gain 2 Honor.

"A new governor brings possibilities and risks." – Shosuro Makito



Iron Mine



2

MINE

Bow this card: Produce 2 Gold, or 3 Gold if you are a Crab Clan player.

“Iron for weapons, iron for armor, iron for engineering works. They say honor is the strength of a samurai, but iron forms its sinews.” – Hida Kisada

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Kobune Port



2

PORT

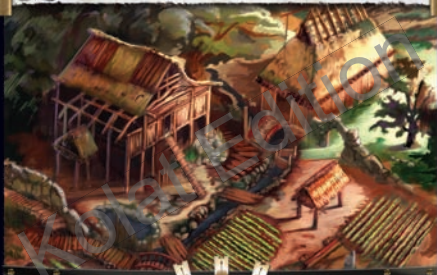
Bow this card: Produce 2 Gold, or 3 Gold if you are a Mantis Clan player.

“Our ships bring strange luxuries that add luster to our Empress’ court and enrich her tax coffers. That we turn a tidy profit on the deal is simply an added benefit.” – Yoritomo Hiromi

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Large Farm



1

FARM

Bow this card: Produce 2 Gold.

“Many were shocked by the Empress’ command to the Spider, but Daigotsu’s followers obeyed without complaint. In time, her divinely-inspired wisdom was shown to be correct, as the Spider Clan’s efforts made the resources of the colonized lands available for rebuilding the Empire.”

— Chronicle of the Blossoming World, Part I

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Luxurious Silk



3

Bow this card: Produce 2 Gold.

Reaction: Even if this card is bowed, when paying for an action: Produce 2 Gold.

"A samurai's appearance is as clear as a war-fan's signal, for those who know how to read it. A vain man and a dutiful one will both choose their clothes with care, but the result is far different. Vice cannot be hidden, and virtue will find a way to be heard." – Kakita Hideo

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Marketplace



2

MARKET

Bow this card: Produce 2 Gold, or 3 Gold if you are a Crane Clan player.

“Of course trade makes the Crane wealthy, but you can’t define my clan by just that. That would be like thinking that a cherry tree’s worth lay in its bark, and never seeing it blossom.” – Doji Makoto

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Moneylender



After this card enters play: Put a number of **Wealth** tokens on it equal to the amount of Gold you paid for it.

Bow this card and remove one or more Wealth tokens from it: Produce Gold equal to the number of tokens removed.

Limited: Bow this card and pay any amount of Gold: Put a number of **Wealth** tokens on this card equal to the amount of Gold you paid.



Prosperous Village



6

Enters play paying 1 less Gold for each Personality you control.

Bow this card: Produce 5 Gold.

"Prosperity brings men and women of destiny, which in turn only enhances a village's prosperous nature." – Yung

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Public Records



2

SINGULAR

Bow this card: Produce 2 Gold.

Limited: Bow this card: Look at the top three cards of your Fate deck. Put them back in any order.

"The world will never lack for stories. Even something as mundane as a barley harvest can generate a winter's worth of tales, if the teller knows his craft." – Matsu Kasei

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Rugashi Bazaar



4

This card will not be destroyed.

Bow this card: Produce 3 Gold.

Revenge Battle/Open: If you have lost Honor from another player's action during the Action Phase since your last turn ended, choose one to four of your performing Personalities: Give each of them a Force bonus equal to his base Personal Honor.

“I cringe at the sight of a Spider mon.” – Asako Rinshi



Shinomen Marsh

2

SWAMP

Bow this card: Produce 2 Gold, or 3 Gold if you are a Spider Clan player.

"The Empress' power is unquestioned, and by her decree we have this land. Lesser men would bemoan their lot; we prove our strength by prospering. Someday we shall show it in other ways." – Daigotsu Kanpeki

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Shrine to Hachiman



2

TEMPLE

Bow this card: Produce 2 Gold.

Battle/Open: Target an attachment: Straighten it.

"No samurai should go into battle without first purifying his heart with prayer. Only then can he possess the oneness of mind that victory requires." – Asako Nobunori

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Silk Works



Bow this card: Produce 4 Gold.

“Soon the Second City rose up in that ruined wilderness, a city that reflected the light of our glorious Child of Heaven onto another kingdom. Though the Spider were the first, soon many other clans sent representatives to the city to aid in its establishment – and to help gather in the wealth that could be found in the surrounding lands.”

– Chronicle of the Blossoming World, Part II

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Silver Mine



2

MINE

Bow this card: Produce 2 Gold, or 3 Gold if you are a Phoenix Clan player.

“Like our souls, it shines in the light, and like our souls, it must be polished to keep that brightness. Silver is valued less than gold, and I have always wondered if that was because it reminds us too much of our nature.” – Shiba Tsukimi

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Small Farm



0

FARM

Bow this card: Produce 1 Gold.

“Even the peasants of the Empire benefitted from the Colonies, as Mantis ships brought wood and fiber to be used for tools and homes. Every morning the pious farmers of Rokugan offered their thanks for their far-seeing Empress.”

– Chronicle of the Blossoming World, Part III

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Stables



2

STABLES

Bow this card: Produce 2 Gold, or 3 Gold if you are a Unicorn Clan player.

"Our horses are like kin to us. They bear our burdens and risk their lives in battle just as we do for our lords, though they generally are better-natured about it." – Moto Naleesh

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Temples of Gisei Toshi



2

TEMPLE • UNIQUE

Bow this card: Produce 2 Gold.

Limited: Bow this card: Name “Follower”, “Item”, or “Spell”. Look at the top four cards of your Fate deck. You may show one of those cards that is of the type you named, then put it in your hand.

“We have treasures that we never speak of.” – Isawa Tamaki



Traveling Peddler



2

SINGULAR

Bow this card: Produce 2 Gold.

Limited: Bow this card and pay 3 Gold: Draw a card.

"They are poor, only one step above a beggar. They travel everywhere, and no samurai ever gives them a second thought. They are perfect, really." – Yasuki Jinn-Kuen

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Venerable Master



2

RETAINER

Bow this card: Produce 2 Gold.

Open: Bow and destroy this card, and pay 2 Gold: Create a 3F/3C/3PH **Samurai** Personality with your Clan alignment.

"A generation of warriors has grown up never knowing war. How long can this last? How long should it last?" – Kuronada

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Well-Tended Farm



1

FARM

Bow this card: Produce 1 Gold.

Limited: Bow this card: Gain 1 Honor.

"Being concerned with money is considered crass, but no one listens to a poor man. When push comes to shove, wealth creates its own respectability." – Yasuki Jekku

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7

Hida Bushotsu

2



CRAB CLAN • BERSERKER

"I would give my life for my brothers-in-arms, and they for me. But they fear me, too, for when the red rage is upon me, I cannot still my blade. I crave war, and perhaps one day it can drive the demon from my soul."

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Hida Horu

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CRAB CLAN • BERSERKER • SOUL OF HIDA HEBI

Horu does not contribute Force to his army during battle resolution while there are two or more units in his army.

"They called my father a serpent, and yet he is legendary. They say worse of me and my Scorpion allies, so imagine the glory for which I will be remembered!"



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Hida Kisada

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CRAB CLAN • CLAN CHAMPION • SAMURAI • KENSAI
SIEGE • TACTICIAN • LOYAL • UNIQUE • LITTLE BEAR

Reaction: When another player's Battle action would target Kisada: He outmaneuvers it. Choose another Personality you control at Kisada's location. The action targets the Personality instead, if legal.

Battle: Target an enemy card with lower Force: Destroy it.

帝 *"Grant me wisdom, great-grandfather. Show me the path."*

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Hida Komatsu

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CRAB CLAN • BERSERKER • HERO • UNIQUE
SOUL OF HIDA RIKYU EXPERIENCED

Battle: Target an enemy Follower or Personality with lower Force and no attachments: Bow it.

Battle: Target an enemy attachment: Destroy it.

*"They tell me these things were Naga once.
They just look like blood and bone to me.
They just look like prey."*



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Hida Takeuchi

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CRAB CLAN • SAMURAI • SOUL OF HIDA KOSEDO

Reaction: After the resolution of an action that attached a Follower from your hand to Takeuchi: Draw a card.

"The Shadowlands are too quiet. I need battle. I need blood. Send me to the Colonies, my lord."

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Hida Watari

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CRAB CLAN • SAMURAI • CAVALRY • VETERAN
 UNIQUE • WYRM RIDER • SOUL OF HIDA TOBASHI

While Watari has exactly one Follower,
 that Follower has **Cavalry**.

Fear Battle: Target an enemy unit: Bow
 all Followers with 3 or lower Force in it.

*“Every man dreams of exceeding his father’s
 deeds. For me that is likely impossible.”*

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4

Hiruma Nitani

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3

CRAB CLAN • SAMURAI • JADE HAND
SCOUT • SOUL OF HIRUMA HIDORA

Battle: Bow Nitani unless you have
Reconnaissance: Ranged 4 Attack, with
+2 strength if the target is Shadowlands.

*“With the Spider, we clutch a serpent to
our breast. Our vigil must never waver.
Their sickness can never become ours.”*



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Kaiu Esumi

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CRAB CLAN • SAMURAI • SIEGE • TACTICIAN

Battle: Ranged 4 Attack. If this targeted a card, give the current battlefield's province +2 or -2 strength.

"Some men are great leaders because of their innate brilliance. Others, because of a terrible cruelty." – Kaiu Kawachi

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Kaiu Hideaki

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CRAB CLAN • SAMURAI • SIEGE
SOUL OF KAIU SEISON

Reaction: After engaging at Hideaki's battlefield: Increase its province's strength by 3 until the battle's resolution begins.

"The Crab exist in a state of perpetual war, either defending or attacking an eternal foe. I envy the majesty of such a simple existence." – Ikoma Shika



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Kaiu Kawachi

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CRAB CLAN • SAMURAI • SIEGE • TACTICIAN

"Other families wage war, but the Kaiu literally make war. Our every endeavor furthers the cause of the Crab military. We are the architects of destruction, the artisans of death."

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Kuni Shinoda

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CRAB CLAN • EARTH • SHUGENJA
SOUL OF KUNI YASASHII

Battle: If any enemy units are at the current battlefield and Shinoda is at another battlefield: You may target another Crab Clan Personality at Shinoda's battlefield. Move Shinoda and the target, if any, to the current battlefield.

"Catch me if you can, demon! The only prize you will find is death!"



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Toritaka Shishido

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CRAB CLAN • SAMURAI • SCOUT
SOUL OF TORITAKA OKABE

Ranged Attacks from actions performed by cards in Shishido's army have +1 strength.

"The other families protect the Empire from the Shadowlands, but we Toritaka protect it from the Spirit Realms. It is a different task, but the similarities and dangers are many."

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Yasuki Jekku

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CRAB CLAN • COURTIER • MERCHANT • LOYAL

Political Limited: Pay Gold equal to a target Personality's base Personal Honor minus 1: Dishonor him. His controller loses 1 Honor, or 2 Honor if his base Personal Honor is 3 or greater.

"Thank you, my dear. Do not worry. I will ensure the matter is quickly forgotten."



2

Yasuki Tanimura

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CRAB CLAN • COURTIER • MERCHANT

Reaction: When paying for an action: Produce 3 Gold.

Political Reaction: After another player's Battle action targets Tanimura: The player may pay 4 Gold. If he did not pay the Gold, he loses 3 Honor.

"The finest knives in Rokugan!"



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Yasuki Tono

3



CRAB CLAN • COURTIER • MERCHANT

"We are not warriors, scouts, engineers or priests. In order to carry our share of the Crab's burden, we must ensure that all our kinsmen have the funds to do as they see necessary, no matter the cost."

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Asahina Keigo

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CRANE CLAN • AIR • SHUGENJA
SOUL OF ASAHINA YOSHINO

Reaction: When paying a Gold cost, bow Keigo and discard a card: Produce Gold equal to its Focus Value.

"I leave the worries over the Second City and its governor to the Doji. My duty is to keep our temples in good repair."



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Asahina Kitaru

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CRANE CLAN • COURTIER • SAMURAI
UNIQUE • SOUL OF KONETSU

Political Open: Target a Personality:
Kitiaru copies one of his Political abilities
that does not itself copy abilities.

*"The Asahina have a tradition of fulfilling a
number of roles. Those without the gift of the kami
often find themselves in court." – Doji Makoto*

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Asahina Michiru

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CRANE CLAN • AIR • SHUGENJA

Open: Target your Personality: Michiru creates a barrier of air. Before the next time (*this turn*) another player's action destroys the Personality, negate that destruction and move him home.

"I will cause no harm to our enemies, but I will not allow harm to come to you either."



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Asahina Yasutora

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CRANE CLAN • AIR • SHUGENJA

"What do you see, when you look out over the lands?" Makoto asked.

"My Champion, I am listening to the kami. The wind is full of their voices."

"It would be very useful to be able to track your enemy's armies in such a fashion."

"It is more than that; it is a reminder that enemies themselves can change into friends with a shift of the wind."

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Daidoji Kenshi

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CRANE CLAN • SAMURAI • IRON CRANE • SCOUT

"It is not enough to know what the land looks like," Tametaka said, "one must have an army to hold it." Kenshi laughed. "So true, my cousin," she said. "And I will always be there, to tell you where to place that army."

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Daidoji Tametaka

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CRANE CLAN • SAMURAI • COMMANDER
IRON CRANE • SCOUT • SOUL OF DAIDOJI ZOUSHI

Battle: Target an enemy Personality or Follower: Give it -4F. You may target one of your Personalities and move him home.

"For over twenty years, our clan has prepared for the day the long peace would end. Is that day coming soon? I am ready for it."

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Doji Atsumichi

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CRANE CLAN • SAMURAI • CAVALRY
SOUL OF DOJI TADANORI

Battle: Target a Personality with lower Personal Honor: Bow or straighten him.

"The Empire is full of samurai who have been trained for a war that may never come in their lifetime. It is fortunate we have the Colonies to draw their attention and give them the challenge they crave."



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Doji Genshin

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CRANE CLAN • SAMURAI
DUELIST • MAGISTRATE

"They think I will not be able to discover who is guilty. They think I will not be able to find them. They think I can be frightened or bought off. They think they can best me in a duel."

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Doji Makoto

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CRANE CLAN • CLAN CHAMPION • COURTIER
SAMURAI • DUELIST • LOYAL • UNIQUE

Political Open: Makoto uses his mastery of politics. Take the Imperial Favor.

Iaijutsu Battle: Target an enemy Personality: Makoto duels him. Destroy the duel's loser.

*"I am lord of the Crane.
I will allow no one to harm my clan."*



1

Doji Shunya

3



5

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3

CRANE CLAN • COURTIER • SOUL OF DOJI YOSHIAGA

Political Limited: Discard the Imperial Favor: Gain 2 Honor.

"Our champion is brilliant and charming. How fortunate I know how to make use of these advantages."

帝

2

Doji Tatsuki

4



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4

CRANE CLAN • SAMURAI • COURTIER
SOUL OF DOJI AYANO

"The students of Doji Ayano fill the courts like pests. Elegant, brilliant pests. I would damn her for it, but truthfully I find intelligent opponents far less tedious than stupid ones." – Bayushi Nitoshi

帝

3

Kakita Genshi

3



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3

CRANE CLAN • SAMURAI • ARTISAN • DUELIST
 MASTER OF CEREMONIES • SOUL OF KAKITA YOSUGA

Iaijutsu Limited: Target another player's Personality. His controller may dishonor him. If he did not choose to dishonor him, gain 1 Honor and choose one of the Personality's abilities; it may not be used until your next turn begins.

帝

"No, I do not think so."

4

Kakita Kazan

4



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4

CRANE CLAN • SAMURAI • COMMANDER • DUELIST
MAGISTRATE • SOUL OF KAKITA IDZUKI

Battle: Target an enemy dishonorable
Personality: Bow him. His controller
loses 2 Honor. Gain 2 Honor.

*"You are a shame on your lord and your
family. These are my words, and I will prove
them with my sword if necessary."*

帝

0

Kakita Seishi

2



2

2

2

CRANE CLAN • ARTISAN • SOUL OF KAKITA ARITEKO

Open: Bow Seishi and target a dishonorable Personality: Rehonor him.

*“Her songs are a wonder and a delight.
She moves the hearts and uplifts the souls
of all who hear her.” – Isawa Kimi*

2

Kakita Tadanobu

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CRANE CLAN • SAMURAI • DUELIST
 UNIQUE • SOUL OF KAKITA SOICHI

Political Reaction: After the resolution of an action that created a duel that Tadanobu won, discard the Imperial Favor: Draw two cards.

“In the moment of the duel, you think of the duel, and only the duel. After you win, you can think about how much your lord will benefit from your victory.”



3

Kitsuki Daisuke

4



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3

DRAGON CLAN • COURTIER • DUELIST • MAGISTRATE

Iaijutsu Battle: Target an enemy
 Personality: Daisuke duels him. Move the
 duel's loser home; if he is dishonorable,
 this movement will not be negated.

*"By questioning my evidence, you question my methods.
 By questioning my methods, you question my school.
 By questioning my school, you question my honor.
 I demand an opportunity to respond to your slight."*

0

Kitsuki Kinaro

4



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3

**DRAGON CLAN • COURTIER • DUELIST
MAGISTRATE • SOUL OF KITSUKI NAKAI**

Most courtiers see the Kitsuki Method as an insult to tradition, a defiance of the idea that once a samurai has spoken, nothing else matters. The Kitsuki, for their part, do not care how others feel about their techniques.

帝

1

Kitsuki Yataku

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DRAGON CLAN • SAMURAI • JUSTICAR
SOUL OF KITSUKI YASU

Political Reaction: After an action targets a target Samurai, bow Yataku: The Samurai's controller may not choose to refuse any challenge created by the action.

"The protocol is obvious, as are the obligations of the challenged in this instance."

帝

3

Mirumoto Gobashi

3



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2

DRAGON CLAN • SAMURAI • KENSAI
SOUL OF MIRUMOTO INO

“Every year, I have the honor of training a new crop of students. Every year, I have the duty to teach them to avoid the mistakes their predecessors have made. It is a joy and a burden, and I revel in both.” – The Journal of Kitsuki Fusami

帝

3

Mirumoto Ichizo

4



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3

DRAGON CLAN • SAMURAI • DUELIST
EXPERIENCED • LOYAL • UNIQUE

Iaijutsu Battle: Target an enemy Personality:
Ichizo duels him. Destroy the duel's loser.

*"The years may have robbed me of my speed,
but my technique is as crisp as ever."*

帝

4

Mirumoto Katagi

4



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DRAGON CLAN • SAMURAI • KENSAI • UNIQUE

Weapons attached to Katagi
will not be transferred.

Non-Unique Weapons attaching to Katagi
from your hand enter play paying 4 less Gold.

*"These blades are my burden.
No other is fit to bear them."*

帝

4

Mirumoto Reiyu

3



3

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2

DRAGON CLAN • SAMURAI • KENSAI
POET • SOUL OF MIRUMOTO TSUBASA

Battle: Target an enemy Personality or Follower: Give it a Force penalty equal to Reiyu's Force.

"Like her mentor, Reiyu expresses herself with her blades when her words are no longer up to the task."

帝

8

Mirumoto Shikei

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4

DRAGON CLAN • CLAN CHAMPION • NAGA
 MONK • SAMURAI • DUELIST • KENSAI
 TATTOOED • LOYAL • UNIQUE

Limited: Shikei meditates. Draw a card.

Iaijutsu Battle: Target an enemy personality:
 Shikei duels him. Destroy the duel's loser.

*"My bloodline? I am Dragon. I will
 not be defined by you."*

帝

3

Tamori Kusugi

3

0

7

2

DRAGON CLAN • EARTH • SHUGENJA
SOUL OF TAMORI SUGI

Battle: Even if Kusugi is not at the current battlefield, bow him: Raise or lower the current battlefield's province's strength by 4.

"There, there, and there. Attack those three points, and your rival's castle will crumble."

帝

3

Tamori Muzu

4



5

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2

DRAGON CLAN • EARTH
SHUGENJA • ALCHEMIST

Your other Earth Personalities
have +1F while defending.

Battle: Target an enemy card:
Bow it if it is attacking or has no
attachments. Gain 1 Honor.

*"Two bottles will be sufficient. You do
want some to survive, after all."*

帝

1

Tamori Tomaru

3

5

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3

DRAGON CLAN • EARTH
SHUGENJA • ALCHEMIST

"As always, they insist that their paths are their own, and that no others are fit to judge their conduct. Their secrecy and eccentricity raise unsettling questions." – Isawa Mitsuko

帝

3

Togashi Korimi

3



4

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2

**DRAGON CLAN • EARTH • MONK
TATTOOED • SOUL OF TOGASHI OKI**

Korimi has +2F while defending.

After Korimi enters play: You may bow her; if you did, draw a card.

“Her manner may be pleasing, and her presence welcome, but if she will not attire herself appropriately, I cannot permit her to attend services.” – Asahina Yasutora



0

Togashi Torazu

3

3

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2

DRAGON CLAN • FIRE • MONK • TATTOOED
SOUL OF TOGASHI SHINTARO

Reaction: After Torazu enters play:
Give him three +1F **Fire** tokens.

Battle: Destroy a Fire token on
Torazu: Ranged 3 Attack.

*"My enlightenment shall be found in
battle, on the bodies of my victims."*

帝

4

Togashi Tsukagi

4



**DRAGON CLAN • VOID • MONK
TATTOOED • SOUL OF TOGASHI AKAGI**

“He arrived atop the mountain, claiming descent from Togashi Akagi. He has his father’s gifts, and his father’s curse of rage. Let us hope we can bring him more peace than his father knew.” – Mirumoto Shikei

帝

3

Tsai-tsu

4



**DRAGON CLAN • NONHUMAN • RYU
CAVALRY • TACTICIAN**

“Under Iweko I, the Empire prospered. The heavens showered their blessings upon Rokugan, in ways both obvious and subtle.” – The writings of Miya Shoin

帝

6

Akodo Dairuko

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LION CLAN • CLAN CHAMPION • SAMURAI
PARAGON • TACTICIAN • LOYAL • UNIQUE

Reaction: Even if Dairuko is bowed, before the resolution of a battle at her battlefield:

Dairuko rallies her troops. That battle's resolution will not bow cards in your army.

Battle: Melee 8 Attack.

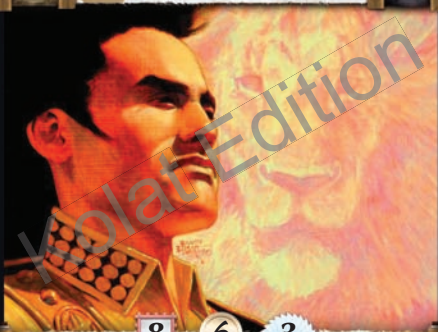
*"A Lion's duty is always foremost,
but duty changes over time."*



2

Akodo Kano

4



8

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3

LION CLAN • SAMURAI • TACTICIAN • UNIQUE
MASTER TACTICIAN • SOUL OF KITSU MOTSO

Limited: Give Kano a **Master** token.

Battle: Bow Kano and destroy a Master token on him: Take two additional Battle actions.

*"Duty is not always as it seems.
There are many ways to serve."*

帝

3

Akodo Kisho

3



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4

LION CLAN • SAMURAI • COMMANDER
PARAGON • SOUL OF AKODO DOSEI

“Somewhere beyond the Empire, there is a threat such as we have never known. Pushing forward into the Colonies increases the risk of a premature conflict with the Yodotai, and we must not permit that to happen.”

帝

3

Akodo Makotai

3



3

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2

LION CLAN • SAMURAI • COMMANDER
TACTICIAN • SOUL OF AKODO MIROTAI

Tactical Limited: Create a 2F
Follower and attach it to Makotai.

*"It is the destiny of the Lion to lead. This is not hubris,
but simple truth. All could benefit from our leadership."*



2

Akodo Suoh

2



6

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2

LION CLAN • SAMURAI • TACTICIAN
SOUL OF AKODO SHUNORI

"To understand war, you must understand your enemy. To understand your enemy, you must understand yourself. To understand yourself, you must understand the world."

3

Ikoma Natsu

2



8

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2

LION CLAN • SAMURAI • CAVALRY
SOUL OF IKOMA OTEMI

Natsu will not be controlled by
a Unicorn Clan player.

*"I have studied my namesake and learned much
about our former enemy. If the Unicorn ever
march on Rokugan again, I will be ready."*

2

Ikoma Shika

2



4

4

2

LION CLAN • SAMURAI • SCOUT

Shika took to the forest like a Kitsune. Well before her gempukku, some saw in her a wildness that could not hope to be tamed, only nurtured and utilized.

4

Ikoma Shinju

3



2

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2

LION CLAN • SAMURAI • SCOUT

Battle: Target a Terrain and an enemy card without attachments: Destroy both targets.

“When possible, choose the terrain on which to fight. When not possible, destroy the terrain your opponent has chosen.”

0

Kitsu Sorano

3



3

3

3

LION CLAN • WATER • SHUGENJA

"Many samurai speak of their ancestors. We speak to them. They are more than our history. They are our land, our bodies, our soul. With them, we are everything. Without them, we are nothing."

0

Kitsu Suki

4



6

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3

LION CLAN • WATER • SHUGENJA

Limited: Each player who controls an Ancestor gains 1 Honor. For any player who controls no Ancestors, and with higher Honor than his starting Family Honor, you may cause him to lose 1 Honor.

"They are in all things, thus all things need be honored."



2

Kitsu Tamasine

4



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4

LION CLAN • WATER • SHUGENJA • SODAN SENZO

Reaction: After Tamasine enters play:
Create a 2F/2C/3PH **Lion Clan • Samurai**
• **Ancestor** • **Spirit** Personality.

Battle: Bow Tamasine and target your Ancestor, or one to four of your Ancestors if you have lost Honor from another player's action during an Action Phase since your last turn began: Give each target +4F.

3

Matsu Arata

3



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4

LION CLAN • SAMURAI • JUSTICAR
PARAGON • SOUL OF MATSU NISHIJO

Arata has +2F while attacking.

Battle: Target an enemy Personality or Follower: Give it a Force penalty equal to Arata's Personal Honor. Gain 1 Honor.

*"Greatness should be the goal of every samurai.
This is not for their gratification, but to
honor those who came before them."*

帝

1

Matsu Hachiro

3



6

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3

LION CLAN • SAMURAI • SOUL OF MATSU GOHEI

Hachiro has +2F while attacking.

Completely devoid of ambition, his only desire was to wreak havoc in the name of the Lion. His only fear was lasting peace.

帝

5

Matsu Hana

3



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LION CLAN • SAMURAI • PARAGON • UNIQUE
SOUL OF MATSU FUMIYO EXPERIENCED

Fear Battle: Target an enemy unit: Bow each card in it with equal or lower Force than Hana. Gain 1 Honor for each card this bowed.

"Strength of mind, body and spirit. If you are missing even one, you will not stand."

帝

4

Matsu Yuuto

4



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2

LION CLAN • SAMURAI • CAVALRY
SOUL OF MATSU AGETOKI

Ranged Attacks may not target
cards in this unit.

*"He took a name that means 'gentle' when
he became an adult. I assume it was an
attempt at irony." – Kitsu Tamasine*

帝

1

Kitsune Denhei

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MANTIS CLAN • EARTH • SHUGENJA

Reaction: After Denhei enters play: Create a 2F/2C/3PH **Mantis Clan • Nonhuman • Snake • Spirit** Personality with the ability, “**Open:** Target a Personality: He is bitten. His base abilities may not be used.”

“The souls of those slain in the Colonies will not rest until they have slaughtered the guilty. I will provide them their solace.”

1

Kitsune Gina

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MANTIS CLAN • EARTH • SHUGENJA

Reaction: After Gina enters play: Create a 2F/2C/3PH **Mantis Clan • Nonhuman • Fox • Spirit** Personality with the trait, “Enemy attacking Personalities and Followers at this card’s battlefield have –1F”.

“Tell me, brother... Where have the smugglers hidden the cache?”

帝

3

Kitsune Kohaki

4



2

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3

**MANTIS CLAN • NONHUMAN • KITSUNE
EARTH • SHUGENJA • SPIRIT**

Many Kitsune strayed far from their home in the Kitsune Forest. Those who traveled to the Colonies still maintain a powerful link to the Realm of Animals.

帝

2

Moshi Madoka

2



0

4

2

MANTIS CLAN • THUNDER • SHUGENJA • SCOUT

“The Dragon of Thunder blessed us years ago. Our clan maintains our devotion to the dragon still. We will not relinquish our commitment, no matter what dissension may strike it.”

帝

3

Moshi Yokohime

3



MANTIS CLAN • THUNDER • SHUGENJA • NAVAL
SOUL OF MOSHI YURIKO

Battle: Target an enemy card without attachments: Bow it.

“Hiromi-sama’s twin sister Harumi forsook all claim to the Championship to take up the duties of a priestess. She will not jeopardize her piety with the distractions of political intrigue, and for that she is worthy of our loyalty.”

帝

0

Tsuruchi Isas

2



MANTIS CLAN • NAVAL • SKIRMISHER
SOUL OF MUKAMI

Battle: Bow Isas: Ranged 3
Attack. Move Isas home.

"My arrow and its perfect flight is the only thing that never strays. I will never love or trust again. I serve my clan, and that is the only thing that defines me."

帝

3

Tsuruchi Kosoko

3



0

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2

MANTIS CLAN • SAMURAI • SOUL OF TSURUCHI SAYA

Battle: Ranged 5 Attack.

"Brilliant, beautiful, and virtuous. She is all that is right and true within our clan. We can become greater if we but become more like her." – Yoritomo Hiromi

帝

4

Tsuruchi Samuru

4



HUNTER WIT

2

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3

MANTIS CLAN • SAMURAI • MAGISTRATE • YOJIMBO
 UNIQUE • SOUL OF TSURUCHI MOCHISA EXPERIENCED

Battle: Ranged 6 Attack that you compare against Gold Cost.

"He is the greatest hunter in the realm. He tracked a traitor across the Colonies and mainland Rokugan for seven months. He returned with his head." – Yoritomo Hiromi

帝

4

Tsuruchi Tomaru

3



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2

MANTIS CLAN • SAMURAI • SCOUT

Battle: Twice per turn: Ranged 3 Attack.

"I never dreamed to find myself in a land such as this, with wonders such as these. If this is my duty, then truly I have been blessed."

2

Unmei

3



**MANTIS CLAN • NONHUMAN
SHAPESHIFTER • SPIRIT • UNIQUE**

Unmei has **Earth, Thunder, Courtier, Samurai, Shugenja, Cavalry, Duelist, Magistrate, Naval, Scout**, and/or **Tactician** while you control another Mantis Clan Personality with the same keyword.

While Unmei has Samurai or Shugenja, it has +3F and "**Battle:** Bow Unmei: Ranged 5 Attack."



"Do you require the wisdom of ten lifetimes, child?"

3

Yoritomo Doho

2



MANTIS CLAN • SAMURAI
NAVAL • MAGISTRATE

Doho traveled far and wide, across the Colonies and mainland Rokugan. He found the first clue in a Crab port city. A small token, embossed with the Kolat insignia.

帝

4

Yoritomo Hama

4



0

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2

MANTIS CLAN • SAMURAI • EXTORTIONIST
MAGISTRATE • NAVAL • SOUL OF YORITOMO MANZO

Battle: Target a card with lower Gold Cost in a unit: Bow or straighten the target.

*"Only the citizens of our Great Clan matter.
I will lie to and cheat other samurai as I
need to bring wealth to the Mantis."*

帝

8

Yoritomo Hiromi

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**MANTIS CLAN • CLAN CHAMPION • THUNDER
SAMURAI • NAVAL • LOYAL • UNIQUE**

Bowing, destruction, and movement from Battle actions Hiromi performs will not be negated or delayed.

Battle: Target an enemy card without attachments, or an enemy unit, with a lower total Gold Cost than Hiromi's unit: Hiromi strikes with the power of Thunder. Destroy the target.

His brooding rage has given him the name Growing Storm.

3

Yoritomo Nakoshi

2



MANTIS CLAN • SAMURAI • NAVAL
SCOUT • SOUL OF YORITOMO SABURO

*"The other clans dwell in cages made of
trees, of mountains, of grasses. They have
no idea what it means to be free."*

帝

6

Yoritomo Naoto

3



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2

MANTIS CLAN • SAMURAI • NAVAL
SOUL OF YORITOMO ISOSHI

Battle: Target an enemy unit: Until this battle ends, abilities on cards now in that unit may not be used.

"I ply the seas in the name of my lord. I serve him faithfully in all things. This does not require me to find delight in his every action."

帝

2

Agasha Ryo

2



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2

PHOENIX CLAN • VOID • SHUGENJA
ACOLYTE • SOUL OF AGASHA SERUMA

Reaction: After Ryo enters play from a province: Refill it face-up.

“The harmony and prosperity the Empire has enjoyed has simply proven that we were correct in our love of peace. Abundance and wisdom flower when weapons are put aside.”



2

Asako Niou

2



4

4

2

PHOENIX CLAN • VOID • MONK • HENSHIN

*"I fear that the matters in the Second City
will create trouble here in the Empire,"*

Tsukimi said. Niou laughed.

*"We create our own troubles, Tsukimi-sama,
and then make up stories about how they came
to be. But you of all people should know how
easy it is to see the truth of the world."*

5

Asako Nobunori

2



0

8

1

PHOENIX CLAN • FIRE • MONK • HENSHIN

Battle: Melee 4 Attack that you may compare against base Force if the target has no attachments.

"Fire is a riddle of itself. It destroys so to maintain its life, and in its death it clears the way for new life. And now I will clear the way to your new life."



3

Asako Rinshi

4



6

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4

**PHOENIX CLAN • AIR • SHUGENJA
INQUISITOR • MAGISTRATE**

“You will answer my questions. You will answer them quickly and you will answer them completely. These are Phoenix lands, and we do not tolerate the stench of corruption here.”

2

Asako Tsunefusa

4



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3

PHOENIX CLAN • EARTH • SHUGENJA
INQUISITOR • MAGISTRATE

Open: Target another player's Personality: Give him **Kolat**, **Ninja**, or **Shadowlands**.

Battle: Target an enemy Personality: Bow him. If he is Kolat, Ninja, or Shadowlands, choose a player, who gains or loses 2 Honor.

"Whatever you may be, I will end you now."



3

Asako Ume

3



4

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2

PHOENIX CLAN • FIRE • SHUGENJA
SOUL OF ISAWA FURIKO

Ume has +1F while she has a Spell.

Battle: Ranged 4 Attack.

"She is beautiful, impulsive, brilliant. Do not make mistakes around her. In fact, try nothing around her at all." – Bayushi Nitoshi

帝

4

Asako Yorisada

2



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3

PHOENIX CLAN • EARTH • MONK • HENSHIN

Battle: Target a Personality whose Force is different from his base Force: Bow or straighten him.

"You cannot stand if you are out of harmony with your earth. Here, I will show you."



4

Isawa Kimi

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3

PHOENIX CLAN • ELEMENTAL MASTER • VOID • SHUGENJA
ENLIGHTENED • EXPERIENCED 2 • LOYAL • UNIQUE

Your other Personalities at Kimi's location that share any element keywords with her or with any of her Spells have +1F.

Reaction: Even if Kimi is bowed, after the resolution of an action that put any cards into another player's hand: That player chooses and discards a card from his hand.

4

Isawa Norimichi

5



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3

PHOENIX CLAN • ELEMENTAL MASTER • EARTH
SHUGENJA • LOYAL • UNIQUE

Reaction: After another player's action targets your Earth Shugenja at Norimichi's location: Negate the Shugenja's destruction from the action's effects.

Battle: Until this battle ends, while there are any units in your army, your army has +5 total Force.

帝

"I abide."

3

Isawa Shunsuko

2



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2

PHOENIX CLAN • WATER • SHUGENJA
CAVALRY • SOUL OF ISAWA YUTAKO

"The sea, the sea! Someday I will travel to the new Colonies, and see the marvelous city I hear tales of. Until then I will listen to the ocean's whispers of it."

帝

4

Isawa Tamaki

3



5

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2

PHOENIX CLAN • VOID • SHUGENJA
ISHIKEN • SOUL OF ISAWA HACHIKO

Limited: Look at the top card of your Fate deck. You may put it at the bottom of the deck.

"They may certainly try to attack our borders, but we have resources they cannot dream of. The void holds all things."



2

Isawa Tomohiro

4



6

6

4

**PHOENIX CLAN • AIR • VOID • SHUGENJA
ALCHEMIST • ISHIKEN • SOUL OF ISAWA KUMAI**

"I do not understand my cousin. What could be so interesting about a city made up of the same five elements to be found here at home? What could be more fascinating than the dance of the elements, and how they are all like and unlike the void?"

帝

5

Shiba Kataken

4



5

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3

PHOENIX CLAN • SAMURAI • DUELIST
YOJIMBO • SOUL OF SHIBA GOTO

Iaijutsu Battle: Target an enemy card without attachments: Bow it.

"Stay here, my lord, and I will clear the way for you."

2

Shiba Sansesuke

3



2

4

1

PHOENIX CLAN • SAMURAI • YOJIMBO
SOUL OF SHIBA DANJURO

Reaction: When an action would target your Shugenja at Sansesuke's location, bow Sansesuke: The action targets him instead, if legal.

"The Shiba stand ready to die in the defense of the clan. That has been our glory since the days of our first ancestors."



8

Shiba Tsukimi

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PHOENIX CLAN • CLAN CHAMPION • DAIMYO
SAMURAI • DUELIST • EXPERIENCED 4 • LOYAL
UNIQUE • BLIND PHOENIX • SHIBA'S SOUL

Reaction: Twice per battle, after the resolution of another player's Battle action: Tsukimi displays incredible reflexes. Move her home or to the current battlefield.

Battle: Melee 6 Attack, with +2 strength if you control a Shugenja.



2

Bayushi Hurunayi

2



0

4

1

SCORPION CLAN • COURTIER • NINJA
SOUL OF BAYUSHI MURAIKAN

Open: Remove **Ninja** from Hurunayi.

“Ninja? Do not be foolish. I have found no evidence that they exist, let alone were involved in this theft.” – Kitsuki Kinaro

0

Bayushi Irezu

1



SCORPION CLAN • BITTER LIES • MARTYR
SOUL OF BAYUSHI KWANCHAI

Reaction: Before your Scorpion Clan Personality enters a duel, bow Irezu: He enters the duel instead.

Battle: If Irezu is at home, target your Scorpion Clan Personality: Move him home. Move Irezu to the current battlefield.



"Ahahahaha! Hello!"

3

Bayushi Kahoku

4



SCORPION CLAN • SAMURAI
FINAL STUDENT • MAGISTRATE

Kahoku has +2F while another player controls a dishonorable Personality.

Battle: Ranged 3 Attack, with +2 strength if the target is dishonorable.

The secret of the Final Lesson is passed down from one generation to the next, with one man carrying it each time.

3

Bayushi Manami

2



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5

1

SCORPION CLAN • SAMURAI
PARAGON • YOJIMBO • LOYAL

All samurai are taught the importance of honor, and those of the Scorpion are no exception. Their bushi, like all, are taught to understand what bushido is, and why it matters. Otherwise, their members would not understand the magnitude of the sacrifices they make in order to serve the clan.



3

Bayushi Mitsuo

4



SCORPION CLAN • NINJA • SAMURAI
SOUL OF BAYUSHI MUHITO

Reaction: After the resolution of a Battle action that moved Mitsuo:
Take an additional Battle action.

*“What became of my uncle Muhito, Crane?
I know you know something, and I will find
out what it is, no matter the cost.”*



8

Bayushi Nitoshi

5



—

13

1

SCORPION CLAN • CLAN CHAMPION • COURTIER • NINJA
SAMURAI • SOCIOPATH • LOYAL • UNIQUE • SHOJU'S SOUL

Political Limited: Target a Personality and destroy a different one of your Personalities: Nitoshi kills his own and blames another. Dishonor the target. His controller loses 3 Honor.

Political Battle: Target a dishonorable Personality or a card without attachments in a unit: Destroy it.

"Soon, old crimes shall be avenged."

0

Bayushi Rentatsu

3



SCORPION CLAN • COURTIER • UNIQUE
SOUL OF BAYUSHI GOSHIU EXPERIENCED 3

Limited: Bow Rentatsu: While Rentatsu remains bowed, you may negate his straightening and after each of your turns begins, choose a player; he loses 2 Honor.

"Friends, the eloquence of the testimony makes his shame... obvious."



4

Bayushi Waru

3



SCORPION CLAN • SAMURAI
PARAGON • YOJIMBO • LOYAL

Battle/Limited: If you control a Courtier or this is a Combat Segment, target a Personality: Bow him.

"No! I will not hear more of your lies! You insulted my master, and for that you will suffer unspeakably!"



4

Bayushi Yasashiku

4



8

2

SCORPION CLAN • SAMURAI • CAVALRY
TACTICIAN • SOUL OF BAYUSHI HIMARU

“He trained with the Unicorn, gained their trust and became their brother. He loves them as his family, but will betray them in an instant if it is required of him. It is glorious, to be a Scorpion.” – Shosuro Kameyoi



2

Shosuro Kameyoi

4



SCORPION CLAN • COURTIER • SEDUCTRESS • LOYAL

Political Limited: Target a Personality: If he is dishonorable, his controller loses 1 Honor, or 2 Honor if his base Personal Honor is 3 or higher. Dishonor him.

"The Scorpion thrive on weakness and vice. They enjoy nothing more than bringing ruin upon the righteous." – Akodo Kano

5

Shosuro Konishi

3



SCORPION CLAN • NINJA

Battle: Ranged 5 Attack.

Before being taught the subtle arts, some Scorpion shinobi are taught acrobatics, exotic weaponry, and other esoteric skills. The hope is that the foolish will die in the performance of their duties, so that only the sensible remain to learn the true secrets of the clan.



3

Shosuro Koshiba

3



SCORPION CLAN • SAMURAI • MAGISTRATE

Testimony from those high in station eclipses all other forms of proof. Guilt or innocence often hinge on the words of those in power.



1

Shosuro Rokuta

4



SCORPION CLAN • COURTIER
SOUL OF SHOSURO TAKURO

Reaction: After the resolution of a battle, or an action or trait from a card that another player owns, if the resolution or card destroyed Rokuta: Create a 0F/2C/1PH **Scorpion Clan • Courtier • Apprentice** Personality (*in your home*). Choose a player, who loses 3 Honor.

✦ *The Scorpion always stand ready to avenge their fallen.*

2

Shosuro Tanzaki

4



SCORPION CLAN • COURTIER

Political Open: Target another
Personality: Give him +4F.

"See this blade? It is now yours, at considerable cost to the clan. See to it that our efforts are not wasted."



2



Soshi Yorimi

4



SCORPION CLAN • AIR • COURTIER • SHUGENJA
UNIQUE • SOUL OF SHOSURO DAZAI EXPERIENCED

Twice per turn, you may ignore the cost of bowing Yorimi, if it is the cost of a Political action or an action on a Spell.

“Do you see any reason to doubt that I have lived in harmony with the elements?”



5

Daigotsu Aya

4



-

9

0

SPIDER CLAN • SHADOWLANDS • SAMURAI • PARAGON • UNIQUE
 DARK PERFECTION • SOUL OF DAIGOTSU SETSUKO EXPERIENCED

After Aya enters play: Lose 2 Honor and you may put a Dark Virtue from your discard pile into your hand.

Open: Give Aya **Cavalry**, **Duelist**, or **Tactician**.

"My father was an Imperial Guard. One day I shall stand within the Imperial Palace as he did."

4

Daigotsu Gyoken

3



SPIDER CLAN • SHADOWLANDS • SAMURAI

After Gyoken enters play: Lose 1 Honor.

"I was born corrupted, but among the Spider there is no limit to how high I can rise. Ultimately we are answerable to the Empress, but in the short term it is only power that matters."

4

Daigotsu Ishibashi

3



SPIDER CLAN • SAMURAI • GUNSO • PARAGON
DARK RESOLVE • SOUL OF DAIGOTSU SHIRAKI

Fear Battle: Show a Dark Virtue card in your hand: Ranged Attack with strength equal to the card's Focus Value plus one.

"They think us without discipline? Who among them could carve a world from this primal wasteland as we have?"



9

Daigotsu Kanpeki

5



15

0

SPIDER CLAN • CLAN CHAMPION • MONK • SAMURAI
KENSAI • PARAGON • EXPERIENCED • LOYAL • UNIQUE

Reaction: After the resolution of a Battle action from a Strategy, if Kanpeki performed it: Take an additional Battle action.

Battle: Target an enemy Personality with lower Force: Kanpeki snaps him like a twig. Destroy him.

“Bow before me, or fall before me.”

3

Daigotsu Kendo

2



**SPIDER CLAN • SHADOWLANDS • SAMURAI
COMMANDER • CONQUEROR**

"Ours is a sacred task, endorsed both by the dark god and the Child of Heaven. Who else can claim as much? Let us carve our name in the very earth of this kingdom, that our memory might endure forever!"



5

Daigotsu Matsuda

4



**SPIDER CLAN • SHADOWLANDS • SAMURAI • PARAGON
OBSIDIAN CLAW • SOUL OF DAIGOTSU KURAI**

After Matsuda enters play: Lose 1 Honor.

*“Do not all samurai inherit their father’s weapon?
Most receive a blade, but I consider this no different.”*



6

Daigotsu Misaki

4



10

0

SPIDER CLAN • SHADOWLANDS • SAMURAI
COMMANDER • CONQUEROR

Followers attaching to Misaki
enter play paying 2 less Gold.

Battle: Bow Misaki's performing
Follower: Melee Attack with strength
equal to the Follower's Force.

*"Cultists, creatures, and demons! All fall
before me like wheat before the scythe!"*

5

Daigotsu Negishi

2



SPIDER CLAN • SHADOWLANDS • SAMURAI
SOUL OF DAIGOTSU ARIMA

After Negishi enters play: Lose 1 Honor.

Battle/Open: Target your
Personality: Straighten him.

*“These jungles hold horrors such as make the
Shadowlands sound like a paradise.”*



4

Goju Kobashi

3



SPIDER CLAN • SHADOWLANDS
NINJA • CONSUMER

After Kobashi enters play: Lose 1 Honor.

Battle: Target an enemy attachment: Kobashi consumes it. Destroy it. You may target one of your Ninja, create a 1F **Shadowlands** • **Ninja** Follower, and attach it to him.

*"Such a place, so teeming with life.
My hunger shall never go unfulfilled!"*

1

Goju Oyoto

3



—

4

0

**SPIDER CLAN • SHADOWLANDS • NINJA
SHUGENJA • SOUL OF GOJU UTSUEI**

After Oyoto enters play: Lose 3 Honor.

“In the Empire, or even the Second City, he would be killed on sight. Here in the jungle, he has his uses. The other clans do not presume to instruct us in our domain.” — Daigotsu Aya

4

Ninube Onchi

3



SPIDER CLAN • SHADOWLANDS
NINJA • SHUGENJA • CAVALRY

After Onchi enters play: Lose 2 Honor.

Open: Target a Personality: Remove one of his abilities (*until the turn ends*).

"The master has commanded this ruin become a Shadow's Lair. Let our work begin."



4

Nishimura

2



SPIDER CLAN • MONK • KENSAI
ORDER OF THE SPIDER • SOUL OF THE DREAD KAR

Battle: Target an enemy card without attachments: Bow it. You may discard a Kiho or Weapon from your hand; if you did, draw a card.

“His master was an enigma, but he at least was an excellent sensei.” – Tetsuo

6

Ohaba

3



SPIDER CLAN • MONK • KENSAI
ORDER OF THE SPIDER • SOUL OF MOMIJI

"They willingly revere the Fallen Kami without accepting his blessings. They claim membership in the Spider Clan but remain within the Empire. These monks are a living contradiction. Perhaps in that they find wisdom." – Mirumoto Shikei

3

Sandayu

2



SPIDER CLAN • MONK • KENSAI
ORDER OF THE SPIDER • SOUL OF TORAO

Battle/Open: Target a Personality with a Weapon: Straighten him.

"Get back, buffoon! Your blood is unworthy to stain my steel!"

5

Tetsuo

3



SPIDER CLAN • MONK • KENSAI
ORDER OF THE SPIDER • EXPERIENCED • UNIQUE

Battle: Target an attachment: Destroy it.

Battle: Target an enemy Personality with fewer Weapons: Destroy him.

“Stand tall, my brothers. While we remind the Empire of the Spider Clan’s power, our brothers wage war for the Empress. A time of great glory comes very soon.”



4

Chuda Niiro

3

**SHADOWLANDS • SHUGENJA**

After Niiro enters play: Lose 2 Honor.

When the Spider joined the Empire there were those who were left behind. Unable to follow their new strictures, they became ronin, but where does their true loyalty lie?



SHADOWLANDS • NONHUMAN • ONI • UNIQUE

After Ekichu enters play: Lose 8 Honor.

Battle: Target an enemy card: Bow it.

Battle: Target an enemy card without attachments: Destroy it.

Battle: Target an enemy
Personality: Move him home.

“Rise.”

3

Genmyo

2



RONIN • ACTOR • SOUL OF KYOGEN

Open: Target your Personality: Genmyo copies one of his keywords.

"Who am I? I am anyone. I am everyone. I am Rokugan."

6

Nosloc no Oni

4



SHADOWLANDS • NONHUMAN • ONI • CAVALRY

After Nosloc enters play: Lose 4 Honor.

*Now within as well as without, the threat
of the Shadowlands was eternal.*

2

Otomo Demiyah

3



IMPERIAL • COURTIER

Political Reaction: After Demiyah enters play: Choose a player, who gains or loses 1 Honor.

The role of the Otomo is more important in times of peace than in times of war. In times of peace samurai need enemies and the Otomo provide them.



2

Qalyar

3



NONHUMAN • NAGA • MOUNTAINEER • SCOUT

Recon Reaction: After engaging at Qalyar's battlefield: You have Reconnaissance there.
Give its province +2 or -2 strength.

The final legacy of the Black Pearl was those Naga who refused sleep rather than abandon vigilance.

1

Seppun Washi

3



IMPERIAL • SAMURAI • IMPERIAL BANK OF ROKUGAN
BANKER • SOUL OF SEPPUN UJIFUSA

Reaction: When paying a Gold cost,
bow Washi: Produce 2 Gold.

Washi is worth One Koku.

*"It is said by some that war is good for the
economy. Such men are not merchants, clearly."*

5

Suiteiru no Oni

3



SHADOWLANDS • NONHUMAN • ONI

After Suiteiru enters play: Lose 4 Honor.

Open: Destroy your target unbowed

Personality: Create a number of 1F

Shadowlands • Nonhuman • Oni Followers equal to his Chi. Attach them to one or more of your Personalities. Lose Honor equal to the number of Followers this created.



SHADOWLANDS • NONHUMAN • ONI

After Ugulu enters play: Lose 5 Honor.

Before a Human Personality moves to Ugulu's battlefield: Negate his movement.

The demons tested Rokugan's defense day and night. They lacked organization, but their sheer power more than compensated for that fact.

0

Yung

3



5

6

1

MONK • UNIQUE • SOUL OF YODIN

Reaction: After one of your Rings enters play, bow Yung: Search your Fate deck for a Ring, show it, and put it in your hand.

“Harmony is found in balance. Through balance the universe is orderly. Without it there is only chaos and suffering.”

4

Iuchi Shunshi

3



3

11

3

UNICORN CLAN • SHUGENJA • UNIQUE • DOOMSEEKER
SOUL OF IUCHI KARASU EXPERIENCED 2

Open: Target a Personality without attachments: He may not be assigned, and will not move, to battlefields.

He is the latest to uphold an ancient tradition. He does not know if his unique abilities will be needed, and he will fight for the Unicorn until then.



6

Moto Naleesh

5



10

13

4

UNICORN CLAN • CLAN CHAMPION • NAGA
SAMURAI • CAVALRY • COMMANDER • KAMI
PARAGON • TACTICIAN • LOYAL • UNIQUE

Naleesh's unit straightens during each player's Straighten Phase.

Battle: Target an enemy unit: Naleesh overruns it. Bow it. Destroy all cards in it without attachments and without Cavalry.

The Living Goddess leads her Clan with grace and cunning.

3

Moto Rani

3



UNICORN CLAN • WATER • SHUGENJA
CAVALRY • DEATH PRIEST

*“Rani was a beautiful, bubbly child
before she learned of her talents. Now?
Frankly, she scares me.” – Moto Taha*

3

Moto Shigeru

3



—

8

2

UNICORN CLAN • SAMURAI • CAVALRY
SOUL OF MOTO GURBAN

Shigeru has +1F while she has an Item.

Reaction: After a Limited action targets your Personality: Negate the action's effects. Permanently reduce Shigeru's Personal Honor by the number of other Personalities you control. If her Personal Honor is now 0, she commits seppuku.

帝

3

Moto Shunsuke

4



UNICORN CLAN • SHUGENJA • CAVALRY
DEATH PRIEST • SOUL OF MOTO AKIKAZU

Shunsuke has a Force bonus equal to the highest number of dead Personalities in any one discard pile.

Limited: Target another player's discarded Personality: He becomes honorably dead.

"We bear the blessings of Meido and the blessings of Tengoku. The Living Goddess is proof."



1

Moto Taha

3



3

6

2

UNICORN CLAN • SAMURAI • CAVALRY
TACTICIAN • SOUL OF MOTO MUNORU

*"The Unicorn will be the Right Hand of
the Iweko dynasty. We must fight and prove
our worth to the Imperial Dynasty."*

帝

4

Moto Tetsuo

2



2

8

2

UNICORN CLAN • SAMURAI • WHITE GUARD
SOUL OF MOTO SHANYU

Battle: If you control any Cavalry units at the current battlefield: Move Tetsuo there. If he moved, Ranged 4 Attack.

"The notion that the Lady Shinjo reborn should become a Mirumoto is a blasphemy. The Dragon should suffer for their audacity in even suggesting such a thing!"



3

Shinjo Baeshuko

2



6

5

2

UNICORN CLAN • SAMURAI • CAVALRY
SOUL OF SHINJO HUANG

“She rides into the front lines with a sense of abandon that would suit a Hida berserker. Her recklessness hides a deep pain that she will not share with anyone. What could it be?” – Iuchi Shunshi

5

Shinjo Eun-Sahng

4



4

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3

UNICORN CLAN • SAMURAI • TACTICIAN
SOUL OF SHINJO CHU-YEUNG

Battle: Ranged 4 Attack.

"Our Lady has returned to us. We are blessed, and we will defend her with our lives and our souls."

4

Shinjo Horibe

3



0

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2

UNICORN CLAN • SAMURAI • CAVALRY
COMMANDER • SOUL OF SHINJO HWARANG

Battle: If Horibe is opposed, target a Personality: Bow or straighten him.

"Our duty is to secure the land route to the Colonies, and we will not falter. Be proud, brothers! We are the guardians of the Empire!"



3

Shinjo Itao

3



0

7

3

UNICORN CLAN • SAMURAI • CAVALRY
SOUL OF SHINJO GOSHI

Reaction: After Itao enters play, target a Follower in your hand: Attach it to Itao, paying all costs.

“Life on the sea, freedom? The idea is laughable. Freedom is the wind and the plains, feeling the ground race beneath your steed’s hooves. The sea is nothing but churning and sickness.”



4

Shinjo Ki-Chang

4



0

10

3

UNICORN CLAN • SAMURAI • CAVALRY • COMMANDER
TACTICIAN • EXPERIENCED • UNIQUE

Reaction: After your target Personality enters play: Create a 1F **Cavalry** Follower and attach it to him.

"He is old, but he will not leave my side. His wisdom has proven invaluable countless times." – Moto Naleesh



3

Shinjo Taeken

3



3

6

2

UNICORN CLAN • SAMURAI • CAVALRY
COMMANDER • SOUL OF SHINJO TAE-HYUN

*"My father stood proud before the Empire and
claimed the mantle of the Topaz Champion
in Tsuma. I can do no less for my clan!"*



4

Utaku Ryoko

2



4

8

3

UNICORN CLAN • SAMURAI • BATTLE MAIDEN
CAVALRY • PARAGON • SOUL OF UTAKU LIU-XEUNG

Reaction: After engaging at Ryoko's battlefield, target a Personality or Follower opposing her: Give it a Force penalty equal to Ryoko's Personal Honor.

The Utaku Battle Maidens form the greatest heavy cavalry unit in the world. Their strength is unrivaled.



3

Utaku Tsukiko

2



5

7

4

UNICORN CLAN • SAMURAI • BATTLE MAIDEN
CAVALRY • PARAGON • SOUL OF UTAKU FUSAE

*"Your beauty inspires me to wax on with endless
plays and poems. Will you one day do me the
honor of your blessing?" – Anonymous note*

帝



Blighted Region



SINGULAR

Battle: If you are the Defender, bow this card and choose your performing Personality: Move him to the current battlefield. If he moved and is now opposed, straighten him and gain 2 Honor.

The area around the new Shadowlands would yield no crops, and none would eat them if it did.





Kaiu Village



UNIQUE

Reaction: After your performing Personality enters play from a province, pay 2 Gold: Create a +1F/+1C **Weapon** Item and attach it to him.

Reaction: After your performing Personality enters play from a province, pay 2 Gold: Create a +1F **Armor** Item and attach it to him.

Rebuilding, one stone at a time.



Plains of Otosan Uchi



IMPERIAL • UNIQUE

This province holds two Dynasty cards; do not reveal the second card in the Events Phase this card enters play. You decide each time which card slot is revealed, resolved, or refilled first.

Before this province is destroyed: Lose 10 Honor.

Once the seat of power for an Empire, it became overgrown and neglected over the course of years.

Refuge of the Three Sisters



SINGULAR

Limited: Destroy this card and remove your performing unbowed Personality from the game: Search your Fate deck for a card with a lower Focus Value than your Personality's Chi. Show it and put it in your hand.

"The sisters abide there still. Are they the original sisters, or newcomers? Does it matter?" – Togashi Osawa



Ten Thousand Temples



TEMPLE • SINGULAR

Before you lose Honor, destroy this card: Negate the Honor loss.

Limited: If your Family Honor is 9 or lower, bow this card: Gain 1 Honor.

Some called it the Temple of the Builders, as there was always a shrine under construction.

1



Apprentice Shinobi

0



0

2

-

NINJA

After the resolution of a Ninja
action: Give this card +1F.

*"Do nothing but observe, and survive to report.
Your skills are insufficient for anything more, and
your death serves no purpose." – Shosuro Aroru*

帝

2

3



Asahina House Guard

0



2

4

—

AIR • UNIQUE

Will only attach to a Crane Clan Personality.

Battle/Open: Target your bowed Personality: Straighten him. Gain 1 Honor.

The family is widely known for their pacifism. Many have set their beliefs aside since the Destroyer War, intent on protecting their loved ones with all of their talents.

帝

4

3



Asako House Guard

0



2

4



VOID • UNIQUE

Will only attach to a Phoenix
Clan Personality.

Battle/Open: Target a Personality:
Set his Force equal to his Chi or
Personal Honor. Gain 1 Honor.

"The Asako were once thought of as unimportant. Never again."

帝

4

2



Bandit Gang

0



0

0



BANDIT

After this card enters play: Lose 2 Honor.
 After a battle resolution ends, if this card is at the current battlefield: You may pay 2 Gold. If you do not, destroy this card.

*“Louts and buffoons, the lot of them.
 Wipe them out.” – Doji Hakuseki*

帝

1

3



Goju House Guard

0



0

4

—

SHADOWLANDS • NINJA • UNIQUE

Will only attach to a Spider Clan Personality.

Battle: Put this card on the top or bottom of your Fate deck and target an enemy Personality: Put all cards without attachments in his unit on the bottom of their owner's appropriate deck.

"Your lair will remain unknown, master."

帝

4

3



Hiruma Sniper

0



0

4

-

SCOUT

Battle: If you have Reconnaissance:
Ranged 4 Attack.

"Take the shot if you have it, gunso. If you can do it with one arrow, please do. I despise inefficiency." – Hida Kisada

帝

1

0



Ikiryō

0



0

3

—

SHADOWLANDS • NONHUMAN • SPIRIT

Battle: Destroy this card: Ranged Attack, which may target a Personality with attached Followers, with strength equal to the Chi of the Personality to whom this card was last attached. Lose Honor equal to that Personality's Chi and dishonor him.

"I have failed, scion... and I shall make sure you will not follow my mistakes."

帝

3

3



Ikoma House Guard

0



2

4

—

SCOUT • UNIQUE

Will only attach to a Lion Clan Personality.

Battle: Melee Attack with strength equal to this Personality's Personal Honor plus two. If this Melee Attack destroyed a card, gain 1 Honor.

Since the first days, the Ikoma have stood guard.

帝

4

3



Kaiu House Guard

0



0

4



SIEGE • UNIQUE

Will only attach to a Crab Clan Personality.

Battle: Target an enemy card without attachments whose unit has lower total Force than this unit: Destroy the target. Gain 1 Honor.

"You don't believe the efficacy of our machines? Let me show you."

帝

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5



Khol Regulars

0



1

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—

CAVALRY

Battle: Ranged 4 Attack.

Reaction: If this card is at the current battlefield, after a Ranged Attack is targeted: Give it +2 strength.

“They are undyingly loyal to the Khan, but to the clan first. As it should be.” – Moto Naleesh

帝

2

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Legion of Pain

0



0

6



SHADOWLANDS • LOST

After this card enters play: Lose 2 Honor.

Actions performed by Personalities
with a Gold Cost of 7 or lower may
not target this Personality.

*"We serve the Empress as our lord commands,
but our appetites remain unsatisfied."*

帝

3

3



Moto House Guard

0



1

5



CAVALRY • UNIQUE

Will only attach to a Unicorn Clan Personality.

Battle: If any enemy units are at the current battlefield: Move this Personality there.
If he is now there, Ranged 4 Attack.

"Our Champion leads us, and the Khan marshals our armies. We protect both."

帝

4

3



Outriders

0



0

3



CAVALRY

"The Colonies can only be reached by land under the protection of the Unicorn, or by sea on the ships of the Mantis. Both paths are treacherous, Empress, but both can be relied upon." – The Imperial Herald

帝

3

4



Shinjo's Children

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2

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—

CAVALRY

"Ride, brothers! Ride for battle and glory! Ride for freedom and the wind! Ride for the Lady Shinjo!"

帝

2

3



Soshi House Guard

0



0

4

-

NINJA • UNIQUE

Will only attach to a Scorpion Clan Personality.

Political Battle/Open: Target a Personality: If it is a Combat Segment, bow him. If he is dishonorable, his controller loses 1 Honor.

They fight their enemies on the battlefield and court – wherever they may be found.

帝

4

4



Stalking Tiger

0



0

7



NONHUMAN • CAT

Battle: Melee 6 Attack.

The Ivory Kingdoms have been witness to countless tragedies, but the predators have never left.

帝

2

3



Tamori House Guard

0



1

4

—

EARTH • UNIQUE

Will only attach to a Dragon Clan Personality.

Battle: Target an enemy Personality or
Follower: It is encased in stone. Give
 it -4F. It may not perform actions.

They delve deeper and deeper into the heart of the volcano to improve their connection to the elements.

帝

4

3



Tsuruchi House Guard

0

0

4

—

SCOUT • UNIQUE

Will only attach to a Mantis Clan Personality.

Battle: Ranged 5 Attack that you may compare against Gold Cost.

"The forests of the Colonies may have their dangers, but we have learned to protect ourselves from the predators."

帝

4

1



Utaku Elite Guard

0



3

3

-

BATTLE MAIDEN • CAVALRY

Battle Maidens in this army
have +1F while attacking.

The Battle Maidens remain one of the strongest military units in the Empire, but they suffered a defeat five years ago. Few remember now, yet they push harder than ever before to prove their worth to themselves.

帝

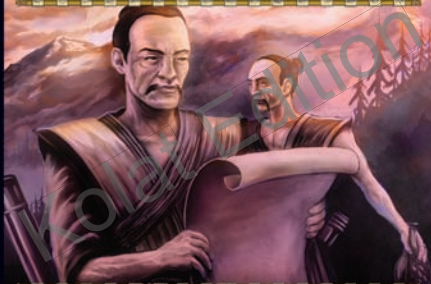
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4



Veteran Advisor

0



1

7

**Battle:** Draw a card.

"We are only ronin warriors and they do not trust us. I've stolen the tactics used in every battle the Lion Clan has fought for the last twenty years. These should prove useful if we ever need new employment, brother."

帝

2

3



Veteran Skirmishers

0



0

2

-

"In the year 1173, at the end of the Destroyer War, the Empress bade the Spider to depart the Empire and bring order to the ruined Ivory Kingdoms, that the people of Rokugan might once again know peace and prosperity." – The Miya Histories

帝

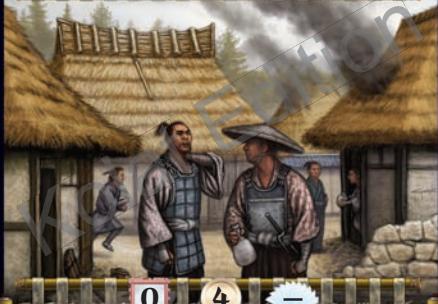
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3



Village Guardian

0



0

4

—

Reaction: After this card enters play from your hand: Draw one card for each player who has had a province destroyed this game.

“Calm yourself, man! Get the others and form a bucket line. The fire must be put out quickly, and have the women check the adjacent buildings for any sign of embers. We dare not risk the harvest this close to tax season. Now move!”

帝

1

+3



Armor of the Heavens

+0



4

ARMOR • IMPERIAL

Political Reaction: After another player targets this Personality with an action: Choose a player, who gains or loses 2 Honor.

Some suits of armor are associated with prestigious positions, and long legacies of honorable duty. Serious consequences result from striking at their wearers.

帝

4

+3



Blade of Perfection

+1



4

WEAPON

After this card bows: Straighten it.

Reaction: After the resolution of another player's action that destroyed this card or its Personality, choose your performing Personality: Attach this card to him, paying all costs.

A well forged blade will last through countless battles, never failing its bearer in times of need.

帝

3

+0

Chrysanthemum Blossom

+0

1

IMPERIAL

Reaction: After this Personality is assigned:
Give him a +1F token. Gain 1 Honor.

The blossoms are signs of favor from the throne and the courts. Those bearing these treasures find that the Empire is eager to laud their accomplishments on the battlefield.

帝

4

+1



Clan Standard

+0

3

STANDARD

Your Personalities with your Clan alignment at this card's battlefield have +1F, or +2F if they have any Followers.

The presence of a standard on the battlefield, held aloft proudly, is a great inspiration to troops. Being chosen to carry one is a sacred duty, and a great honor.

帝

4

+3



Gift Armor

+0



4

ARMOR

Negate all current and new Chi penalties on this Personality.

Negate any destruction of this card, except for its Personality being destroyed.

"An armor worthy of gifting will not fail until its wearer is already dead." – Lady Doji

帝

2

+2



Kensai's Blade

+1

3

WEAPON

This card has +1F while attached to a Kensai.

Reaction: After engaging, choose your performing Personality at the current battlefield: Attach this card from your hand to him, paying all costs.

"My rivals call katanas works of art. They are wrong. Katanas are tools of killing." – Lord Mirumoto

帝

3

+3



Maga-yari

+1



5

WEAPON

This card will not be transferred.

Attaches to a Paragon or Kensai
paying 3 less Gold.

*"It is a weapon most popular among certain sects
of Lion bushi, but it has gained some popularity
among other clans as well." – Kaiu Onizuka*

帝

3

+4



Modifications

+1



7

WEAPON

Battle: Draw a card.

"That... is a very strange weapon."

"I have faced very strange opponents."

帝

2

+3



Reserve Weapon

+0



3

WEAPON

Before this Personality focuses: You may give him +3 to his duel stat until the duel ends instead of focusing.

There are times when resources are depleted, soldiers are tired, and options are poor. It is good to have prepared for those times.

帝

3

+2



Sasumata

+1



3

WEAPON

Battle: Bow this card and target an enemy card without a Weapon or Armor: Bow it.

Commonly used by magistrates to apprehend suspects, they are ideally suited to disarm foes.

帝

3

+2



Spiked Tetsubo

+1



3

WEAPON

After this Personality enters a duel: The other Personality in the duel loses **Duelist**.

"A cruel weapon? Of course. If my enemy survives the strike, he must be too crippled to flee from the killing blow."

帝

3

+5



Tsuruchi Daikyu

+0

7

WEAPON

Battle: Bow this card: Ranged 5 Attack.

"I can hit the bird from one hundred paces!"

"Only one hundred?"

帝

3

Ring of Air

AIR • UNIQUE

After you resolve your third or later Spell or Kiho action in one turn from cards with different titles: You may put this card into play from your hand.

Battle/Open: Bow this card or discard it from your hand, and choose your performing Personality: Straighten his unit.

Agility.

4

Ring of Earth

EARTH • UNIQUE

After the resolution of a battle that you won, if there were ever any enemy units at that battlefield and none of your Personalities were destroyed during the battle:

You may put this card into play from your hand.

Battle: Even if you control no units at the current battlefield, bow this card or discard it from your hand: Give a province +3 or -3 strength.

Stability.

4

Ring of Fire



FIRE • UNIQUE

After the resolution of a battle at a province, if you destroyed one or more provinces or enemy cards in that resolution: You may put this card into play from your hand.

Battle: Bow this card or discard it from your hand, destroy your performing Personality, and target an enemy Personality with equal or lower Chi: Destroy him.

Vitality.

4

Ring of the Void

VOID • UNIQUE

After you resolve your fourth or later non-Kiho action from Strategies in one phase: You may put this card into play from your hand.

Open: Bow this card or discard it from your hand: If any player has more cards in his hand than you do, or if this card is in play, draw a card.

Harmony.

4

Ring of Water

WATER • UNIQUE

After you resolve your fourth or later Battle action in one battle from cards with different titles: You may put this card into play from your hand.

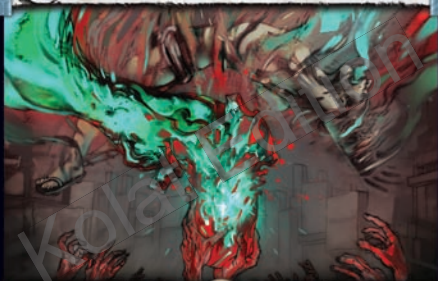
Battle: Bow this card or discard it from your hand, and choose your performing Personality: Move him home or to a battlefield with one or more enemy units. If he moved, straighten his unit.

Fluidity.

4



Capturing the Soul



2

RITUAL

Limited: Bow this Shugenja and 0 or more of your other performing Shugenja, target a Personality, and remove this card from the game: If the total Chi of all your performing Shugenja is higher than three times the Chi of the Personality, remove him (*and his attachments*) from the game.

1



Chikushudo's Trickery



0

EARTH • FOREST

Open: Choose one or two of your performing unbowed Nonhuman Spirit Personalities, target another player's unbowed Personality, bow this Shugenja, and destroy this card: Create a battlefield.

Negate all movement to it. Assign the target to attack there; he will not be destroyed during the battle's Combat Segment. Assign the performing Spirits to defend there. Fight a battle there.

2



Cleansing the Path



0

FIRE

Battle: Destroy this card: Ranged 4 Attack, or Ranged 5 Attack if the performing Shugenja is Fire.

“Despite more than two decades having passed, and despite the tireless efforts of hundreds of dedicated samurai, pockets of the plague-dead still emerge from the wilderness from time to time. They are dealt with quickly.” – Isawa Tamaki

3



Conflagration



2

FIRE

While this Shugenja is Fire, Ranged Attacks from actions he performs have +1 strength.

Battle: Bow this card: Give this Shugenja +3F.

*"Witness the unparalleled purity of fire.
All that is corrupt is consumed in its
embrace. Let me share it with you."*

2



Consecration



2

EARTH

Open: Bow this card: Choose one or two of your provinces. After the first time this turn a Personality assigns or moves to an attacking army at one of those provinces' battlefields, gain 2 Honor.

"This is sacred space. The Empire will not turn a blind eye to your deeds."

3



Contemplate the Void



6

VOID

Limited: Bow this Shugenja, destroy this card, and discard your hand (even if empty): Draw four cards.

“Have you ever had a moment when everything made sense? Your heart and mind, perfectly attuned to yourself and your surroundings? That is what it is like to be in tune with the void. To... understand.” – Isawa Kimi

4



Hanabi

7

UNIQUE

Political Limited: Bow this Shugenja and destroy this card: Gain 4 Honor.

Above all else, shugenja are priests, holy men and women entrusted with sacred duties. The Empire turns to them for wisdom and guidance. Their presence is welcomed with open arms during weddings, festivals, and other events of importance, and their approval brings great honor upon their hosts.

2



I Give You My Name



3

MAHO

Limited: Bow this Shugenja and destroy your target Human Personality: Search your Dynasty deck or discard pile for a non-Unique Oni with Gold Cost lower than or equal to the Human's Gold Cost plus the performer's Chi. Put the Oni into play, ignoring Gold cost. Lose 2 Honor.

3



Obscured Pathways



0

EARTH • FOREST

While this Shugenja is Earth, this card's Battle ability may be used even if this unit is not at the current battlefield.

Battle: Bow this Shugenja if he is home, bow this card and target an attacking Personality: Move him home.

The Kitsune smiled. "All forests are one."

3



Scouring Flood



2

WATER

This Personality has +2F.

Battle: Bow this card and target a defending Personality: Move him home.

"You are not welcome here, my friends. Let me escort you from the valley. Brace yourselves, if you please."

3



Seeking the Way



2

AIR

Battle: Bow this Shugenja, move him home, and target an attacking Personality: Move him home. Gain 2 Honor.

"You will no longer defile this place with your presence."

4



Summon Swamp Spirits



2

MAHO

Limited: Bow this Shugenja and target your Personality: Create a 1F **Shadowlands**

• **Nonhuman** • **Spirit** • **Swamp Spirit**

Follower and attach it to him.

“Mindless, foul, and numerous. Do not take the minions summoned by tsukai lightly.” – Isawa Mitsuko

3



The Kami's Blessing



3

KAMI

Battle/Open: Bow this card: Give this Shugenja a Force bonus equal to his Chi.

Battle: Bow this card and target one or two Samurai: Give each of them a Force bonus equal to this Shugenja's Chi.

"Know that the Heavens themselves support this endeavor." – Voice of the Emperor

3



Thunder's Favor

3

THUNDER

Battle: Bow this card: Ranged 4 Attack, or Ranged 6 Attack if this Shugenja is Thunder.

"The magic of the elements can do many things: it can heal, it can teach, it can carry people and ideas over great distances. However, the magic of Thunder can do something I consider far more noteworthy: it can destroy." – Moshi Madoka

2



Unnatural Flood



0

WATER • UNIQUE

Battle: Bow this Shugenja and target an enemy Personality: Move him home; if this Shugenja is Water, this movement will not be negated. If the target moved, bow him and negate his (*future*) movement.

*“When the enemy cannot be broken,
find a way to prevent him from arriving
at the conflict.” – Tange’s Lies*

4



Walking the Way



4

Limited: Bow this Shugenja and destroy this card: Search your Fate deck for a card. Put it in your hand.

"I have never understood the Dragon desire to speak in riddles and conundrums. Working with the elements is complex enough without forcing your students to decipher what you are trying to say." — Kitsune Tamasine



3



Warded Paths



0

EARTH

While this Shugenja is defending, he has +3F.

While this Shugenja is Earth and you are the Defender, you decide the order in which battles resolve.

The Tamori have learned many secrets from the mountains. One that they use particularly often is how to deny their foes access to key areas.

2

A Forefather's Vengeance



0

Limited: Gain 3 Honor, or 1 Honor for each Ancestor you have in play, whichever is lower.

Battle: Destroy your performing unbowed Ancestor and target an enemy card without attachments: Destroy it.

Tengoku may have receded, but Yomi will never abandon its descendants.



2



A Paragon's Strength



0

Battle: Choose your performing unbowed Paragon: Ranged Attack with strength equal to his Force. Lose 4 Honor.

Battle: Choose your performing unbowed Paragon and target an enemy Personality with equal or lower Personal Honor:
Move him home. Gain 2 Honor.

"Such a weak technique could never strike me down. Try again when you are serious, boy."

2



A Pure Stroke



0

Battle/Open: Target a Weapon: Raise its Force and Chi modifiers to twice its base Force and Chi modifiers (*this does not affect negative base modifiers*).

Kakita Han spent five years creating three perfect blades. One he kept by his side. One he gave to his betrothed. The last was stolen from his home. He will not set aside his vengeance until it is returned to him.



2

A Stain Cleansed



*

Battle: Choose your performing unbowed Magistrate, target an enemy card without attachments or an enemy unit, and pay Gold equal to the card or unit's total Gold Cost minus 2: Destroy it.

Asahina Keitaro's disgrace is rarely discussed. A hidden alliance of Dragon and Crane samurai scour the land to destroy all of the fallen daimyo's Tainted creations.

1

A Time for Mortal Men



0

Battle/Open: Destroy your performing Ancestor and target your Personality: Give him +3F.

The Heavens approve of the new Iweko line, yet they do not interfere.

帝

3



Ambush



0

Limited: Choose your performing unbowed Personality and target another player's Personality: Create a battlefield (*not at any province*). Assign your Personality to attack there. Assign the target to defend there, even if he is bowed. Other Personalities will not move there. Fight a battle there (*after this action's resolution*). After the battle ends, lose 5 Honor.

"The bandits will never miss this golden opportunity. They expect easy prey, and I expect to wake my sleeping blade."

2

Ancestral Protection



0

Reaction: After an action targets your Personality, destroy your performing Ancestor: Negate the action's effects.

"Grandfather! Thank you for answering my prayers. I am glad I have the strengths of Akodo Jin by my side."

4

Aramoro's Promise

0

NINJA

Limited: Choose your performing Saboteur or Ninja Personality: Discard a Dynasty card in a province. Lose 2 Honor.

"We swore to fight in the shadows to protect the Empire. We continue to do so, even when the Throne accepts the darkness into our midst."

2

At Any Cost



0

DARK VIRTUE • WILL

Battle: If you control any units at the current battlefield, choose your performing dead Samurai: Bring him into play at the current battlefield, paying all costs.

"I refuse to die! I will not die! I will stoop to any evil to cling on to this life!"

1



Awed Witness



0

IAIJUTSU

Battle: Choose your performing unbowed Personality and target an enemy Personality: Your Personality duels the target. Bow the duel's loser. The duel's winner's controller may create a 2F/2C/2PH **Samurai** Personality with that player's Clan alignment on his side of the current battlefield.

"His skill... amazing!"

3



Back to the Front



0

Battle: Choose your performing Personality:
Move him to a battlefield he assigned to
this turn. If he moved, straighten his unit.

*“The overland route from the Empire to the Colonies
covers a vast expanse of wasteland, one often frequented
by bandits and other villains. The Unicorn never
falter in their duty, however.” – The Miya Histories*



3

Bad Karma



0

Reaction: After another player with Family Honor of -1 or lower announces an action on a Strategy: He ignores the action's costs. Negate its effects.

*"Do not lose hope, brother.
Our folly will never be uncovered."*

3



Banish All Doubt



0

TACTICAL

Limited: Choose your performing unbowed Tactician: Look at the top four cards of your Fate deck. Put one of them in your hand and put the other three on the bottom of your deck in any order.

The Lion Clan Champion's recent ascension – and her brother's refusal of the position – has shaken her Clan.

Gossips whisper that they may never recover under her rule.

3



Bend like a Reed



0

You may only play one copy of Bend like a Reed per duel.

Reaction: Before Focus Effects resolve, if your performing Personality in the duel did not strike: Give him +2 to his duel stat until the duel ends.

Unconventional tactics can be frowned upon in a formal duel, but a desperate man will do whatever he must to survive.

3

Besieged



0

SIEGE • UNIQUE

Open: Destroy a performing Personality you own and control: Increase or decrease the strength of all players' provinces by an amount equal to the Personality's base Chi.

The Crab Clan's work is never done.

4

Blind Rage



0

Battle: Choose your performing unbowed Berserker: Give him +5F. Lose 2 Honor.

“What do you say now? Does the workmanship still look shoddy?”

1

Block Supply Lines



0

Battle: Target an attacking Personality: Move him home. If he moved, bow his unit.

War is a difficult practice. So many men moving around, and with so much equipment. To feed an army requires a second army of peasants and merchants. Stop the second army, and the first will starve.

3



Breath of the Heavens



0

FIRE • TATTOO

Battle: Choose your performing unbowed Fire or Tattooed Personality: Ranged 3 Attack with +1 strength for each Fire token on your Personality. Give your Personality a +1F **Fire** token.

"Do I like my sake chilled? Do not be ridiculous!"



3



Burn the Towers



0

RECON

Reaction: After engaging, choose your performing unbowed Scout Personality at the current battlefield: You have Reconnaissance there. Give its province -3 strength.

The beauty of the plains is without equal, but the risk of fire during the summer months is one that can never be ignored.

1



Caught in the Act



0

Reaction: After another player's action targets one or more of your Personalities: Negate their bowing from the action's effects.

The feud between the former Emerald Champion and the former Kakita daimyo grew to epic proportions. Now, no one mentions it in polite company.



1

Caught Unawares



0

Open: If you control no Personalities, target one or two Personalities: Bow them. Negate their straightening (*this turn*). If it is not your turn, draw a card.

Battle: Target an enemy card with no unbowed attachments: Bow it.

"Where did they come from? Quick! Move the heavy infantry to our flanks!"

3

Confusion at Court



0

POLITICAL

Reaction: Before an action resolves, if discarding the Imperial Favor is one of its base costs: Negate the action's effects.

"And I would be remiss if I did not congratulate Isawa Hirasu on his new, blushing bride! Love has brightened your cheeks, darling girl."

2



Control the Field



0

Battle: Choose your performing Personality with Scout, Tactician, or 3 or higher Chi, and target a Terrain: Destroy it. You may take an additional Battle action to play a Terrain.

The Battle Maidens will never forget the Battle of Living Flames. They were outmaneuvered and overwhelmed by a smaller force. The shame will never leave them, though it has long passed into memory for the rest of the Empire.

3



Dangerous Indulgence



0

Battle: Choose your performing unbowed Tactician and target a Personality with equal or lower Chi: Bow or straighten him.

"I love Ryoko Owari..."

帝

2



Deadly Orders



0

Battle: Choose your performing Commander and target your Follower: Give it a Force bonus equal to twice its current Force. After this battle's resolution, destroy the Follower.

"This is an ogre, boys! You have three chances to kill it with your unit. Now attack it before it destroys any tactics you can make!"



2



Deception Revealed



0

Reaction: After the resolution of an action that bowed a Ring: Straighten it.

Battle: Target a Personality or Follower: Give it -4F. Bow it if you control a Ring.

“When will you ghosts realize you do not belong in this realm? I shall be forced to beat you until you concede defeat and disappear forever from Ningen-do.”



4



Duel of Serpents



0

Open: If another player has higher Family Honor than you, bow your performing Nonhuman or Spirit: Gain 3 Honor.

Battle: Choose your performing unbowed Nonhuman or Spirit and target an enemy card without attachments: Bow it.

Those few Naga who remained awake waged a desperate war for survival against the castoffs of their own people.

2



Encircled Terrain



0

TERRAIN

Before this battle resolves: The Attacker and Defender, in the order of your choice, each choose one of their units at the current battlefield. Move all other units there home.

Battle: If there are no Terrains at the current battlefield: Put this card into play there.

"This is fate, Crane. Let us finish this."

1



Extended Maneuvers



0

TERRAIN

Before this battle resolves: You may choose and straighten a Samurai Personality at the current battlefield, and you may choose and bow a non-Samurai Personality there.

Battle: If there are no Terrains at the current battlefield: Put this card into play there.

Weeks in the field purchase years of life.

1



Face of Ninube



0

Open: Shuffle your hand into your Fate deck: Draw a number of cards equal to the number you shuffled in.

"Your possessions, your titles, even your lives—these things you will sacrifice readily. But what of your souls, your essences, your very identities?" – The Shadow Dragon



1

Fall Back!



0

Battle: Choose your performing Personality: Move him home. If he moved, straighten his unit, and you may straighten one of your other units (*at any location*).

"This is not the ideal place to engage the enemy. Fall back one quarter mile to the base of the hill. There we can hold them indefinitely!"

4



Falling Leaf Strike



0

KIHO

Battle: Choose your performing unbowed Monk and target an enemy Personality or Follower: Move your Monk to the current battlefield. Give the target -3F. Bow it if its Force is now 0.

"Impossible? Only because you believe it to be so!"



3

Feign Death



0

Reaction: After the resolution of an action or a battle that destroyed a performing Personality you own: Bring him into play (*in your home*), ignoring costs and Honor Requirement. Bow him. Dishonor him. Lose 2 Honor.

"They will not stop until they find the body. Produce one for them." – Bayushi Nitoshi

2



Fields of Mercy



0

TERRAIN

Before a card effect destroys a Personality in an army, if a card effect has destroyed another Personality in that army while this card was in play: Negate the Personality's destruction.

Battle: If there are no Terrains at the current battlefield: Put this card into play there.

An enemy's mercy is a terrible gift...

1

Final Confrontation



0

IAIJUTSU • POLITICAL

As a Focus Effect: After this duel ends, if your Personality won it, take the Imperial Favor.

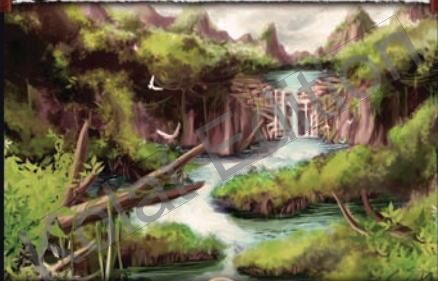
Battle: Choose your performing unbowed Duelist and target one or two Personalities whose total Chi is lower than or equal to your Duelist's Chi: Bow them.

Disputes are still resolved by steel.

3



Flooded Pass



0

TERRAIN

This province has +2 strength for each unit in the attacking army.

Battle: Even if you control no units at the current battlefield, if there are no Terrains there: Put this card into play there.

“Who knew inconvenience could be so beautiful?” – Shinjo Itao

1

Focus

0

"The primary thing when you take a sword in your hands is your intention to cut the enemy, whatever the means. Whenever you parry, hit, strike or touch the enemy's cutting sword, you must cut the enemy in the same movement." – Miyamoto Musashi

5



Footsteps of Madness



Reaction: Before the resolution of an action from a Stronghold, pay Gold equal to the Stronghold's base Gold Production: Negate the action's effects.

"Unlike some other clans, we keep a close watch on our holdings in the new lands, to prevent embarrassing incidents from occurring." – Yasuki Jinn-Kuen



2

Fortitude



0

Battle: Choose your performing unbowed Berserker and target an enemy unit with lower total Force than your Berserker's base Force: Bow the target. Negate all current and new Force penalties on your Berserker from actions.

"Come at me again, demon! Come at me a hundred times and be turned away one hundred and one!"

2



Gold and Steel



0

Battle/Open: Target one to three attachments with a Gold Cost of 0: Destroy them.

Battle: Choose your performing unbowed Personality and target an enemy Personality with an equal or lower Gold Cost: Bow him. You may move him home.

"Honorable samurai cannot be bought, but you would be surprised at how many can be rented for a short time." – Yoritomo Hama

2



Guided by Honor



0

Battle: If any enemy units are at the current battlefield, choose your performing unbowed Paragon: Move him to the current battlefield. If he moved, you may target and bow an enemy Personality with equal or lower Personal Honor.

*"My cause is just, and my mien, righteous.
You will not impede my path."*

2

Hard Pressed



0

TERRAIN

Before this battle's resolution: Move a unit home from the current battlefield. You may bow it.

Battle: If there are no Terrains at the current battlefield: Put this card into play there.

"A true vassal of the Scorpion must be prepared to face any foe at any time. Only through victory can your loyalty be assured." — Shosuro Aroru

1

He's Mine!



0

Reaction: Before your target Personality enters a duel, bow him and choose your performing unbowed Samurai at the same location: Your Samurai enters the duel instead. Bow him after the duel ends.

Duels in Rokugan are ritualized. The challenge, the terms, and the ceremony are all subject to centuries of tradition. One tradition is the privilege of having another to stand in the place of the challenged, when circumstances are right.

3



Heart of Rokugan

0

TERRAIN

Before this battle resolves: Give each of your Human Personalities and Followers at the current battlefield +1F, and give each Nonhuman Personality and Follower there -1F.

Battle: If there are no Terrains at the current battlefield: Put this card into play there.

"Not today, demon! Not today or any other!"

1



Heavily Engaged



0

Battle: Even if you control no units at the current battlefield: Each player targets an unbowed Personality he controls there, if possible. Bow all targets.

Prolonged conflict fatigues even the most stalwart of bushi.



2



Hidden Defenses

0

Battle: If you control no Personalities (*in play*), target one or two Personalities at any location: Bow them. Negate their straightening.

Reaction: After engaging, if any enemy units are at the current battlefield, choose your performing Personality: Move him there. Straighten him if he moved.

“Sometimes an improvised trap can be as helpful as a fortification.” – Daidoji Kenshi

3

Hundred-Fold Cut



2009 KOTI WINNER - CHRIS STEVENSON

0

Reaction: After another player's action targets your performing Kensai, bow or destroy one of his Weapons: Negate his destruction from the action's effects.

Battle: Bow your performing Kensai or one of his Weapons: Draw two cards.

Arrows. Swords. Men. Nothing stops a kensai whose blades are ready.

3



Immovable Object



0

Battle/Open: Choose your performing Berserker: Straighten him.

Battle: Choose your performing unbowed Berserker and target an enemy Personality or Follower with lower Force: Bow it.

Wounds that would incapacitate or even cripple lesser warriors merely serve to anger berserkers.



1



In the Heart of Battle



0

BUSHIDO VIRTUE • DUTY

Battle/Open: Choose your performing Samurai: Straighten him and give him +3F. Destroy him before this turn ends.

"For my family."



3

Incapacitated



Battle: Target a defending
Personality: Move him home.

"There are enemies too dangerous to kill, and allies too dangerous to be risked. Sometimes they are even the same. We have our ways of dealing with such matters." – The Pragmatism of Tsuruchi

2



Inexplicable Challenge



0

POLITICAL

Battle: Choose your performing Courtier at any location and target an enemy card without attachments: Bow it. Choose a player, who gains or loses 2 Honor.

"I do not question your bravery, nor your skill at arms. I question your lord's judgment for sending you here today."



2

Inspired Devotion



0

Battle/Open: Choose your performing Yojimbo: Give him +2F or a Force bonus equal to the highest Chi of any Courtier or Shugenja you control.

“Isawa made a great sacrifice to save the Empire. Our service is given freely, to honor a noble man.” – Shiba Tsukimi

4

Introspection



0

Reaction: After one of your Rings enters play: Search your Fate deck for a card. Put it in your hand.

The notion of enlightenment is ephemeral, but the Empire seeks it anyway. Countless individuals search, and each comes away with a different lesson.

4



Knife in the Darkness



0

NINJA

Battle: Choose your performing Ninja Personality and target an enemy Personality: Move both Personalities home; this movement will not be negated. Bow them.

“If a village must be burned so that your victim’s death is not discovered, then so be it.” – Shosuro Aroru



3



Martial Instruction



0

KIHO

Open: Bow your performing Monk and remove this card from the game: Search your Fate deck for a Kiho Battle Strategy, show it, and put it in your hand.

"My lord's father has disappeared, I have duties to perform, and yet you prattle at me about skill at arms. Very well, I have shown you the skill in my arms."



2

Meeting the Keepers

0

VOID

Reaction: After the resolution of an action from one of your Rings: Search your Dynasty deck for an Event, show it, and put it on top of the deck after shuffling.

Open: Bow your target Ring: Draw two cards.

"I have met one. He was only a man, yet his eyes held an awareness that I could not fathom." – Moto Ming-gwok

4

Murderous Intent



0

Battle/Open: Choose your performing Paragon: Give him +1F for each of his keywords except “Soul of” keywords. Lose 4 Honor.

“We are certain this ronin is the culprit,” the magistrate said. “Execute him at once,” Bayushi Nitoshi said.

“The murderer of Otomo Teruken should not be allowed even a minute more of life than necessary.”

1

My Enemy's Mercy



0

BUSHIDO VIRTUE • COMPASSION

Battle: Choose your performing unbowed Samurai and target an enemy Personality with equal or lower Personal Honor: The enemy leader chooses to either bow him or move him home. Gain 2 Honor.

"It is noble to heal a wounded man, whether he be friend or enemy. One must never forget we are all servants of the same Empress." – Isawa Shunsuko

3



Mysterious Deaths



6

KOLAT • UNIQUE

Limited: Each player targets a unit he controls with the lowest total Gold Cost of all units he controls, if possible.

Destroy all targets. Remove this card from the game. Lose 4 Honor.

"It is better to make things look like an accident, but sometimes one must cut corners. Kill him and leave no traces of your presence." – Master Tiger

1

Nerve Strike



0

KIHO

Battle: Bow your performing Monk and target an enemy Personality with equal or lower Chi: Reduce his Force and the Force of each of his Followers to 0. Cards in that unit may not perform actions until this battle ends.

"Urkl!"

3



Ninja Tricks



1

NINJA

Reaction: After an action on a Strategy is announced, bow your performing Ninja Personality at the current battlefield: Negate the action's effects. Lose 2 Honor.

"Smoke bombs and wild chases in the dark are the stuff of kabuki plays. No one seriously expects to get things done that way." – Shosuro Makiko



1

No Hiding Place



0

Reaction: After you announce an action with a Ranged Attack: Give one Ranged Attack from the action -1 strength. That Ranged Attack may target a card in the Defender's home (*if otherwise legal*).

"Of course I told him to take his offer and begone. I have no patience for such an affront, and I am perfectly safe in this house."

3

Ogre Savagery



0

FEAR

Battle: Choose your performing unbowed Nonhuman Shadowlands Personality and target an enemy Personality: Bow him.

“Taint no longer plagues us, but the Shadowlands are no less a place of menace. They are still the source of horrific beings who want to destroy us all.” – Hida Kisada

0

One Koku



0

Reaction: When paying a Gold cost: Produce one Gold.

This card is worth one koku.

“The Yasuki daimyo is as slippery as a live fish and metaphorically as smelly as an old one. He has a mind only for money and the power it brings. A dangerous opponent, and one I plan to keep an eye on.” – Doji Dainagon

1



Opportunistic Advance



0

Battle: Choose your performing unbowed Commander and target another Personality in his army: Move the target to a battlefield.

“While the new governor takes charge, the Second City will be unsettled, and lords will attempt to increase the influence in the Colonies. We must make sure that our gain overshadows theirs.” – Yoritomo Hiromi



2



Oyo's Second Lesson



0

KIHO

Battle/Open: Choose your performing dead Henshin and target your Personality: Your Henshin is reborn. Overlay him onto your Personality. Draw a card. You may take an additional action.

The wisdom of the Henshin often outlasts their mortal bodies.



3



Paid Off



4

Open: Target a Personality:
Bow or straighten him.

"The murder of an Imperial governor is a very serious matter," the Seppun said. "His murderer will be found. Now, you can cooperate with me or you can cooperate with my assistants. I will have answers either way."



4

Plans Within Plans



0

Open: At your next opportunity to take an Open action, you may instead take a Limited action.

"It was a great honor for me to dine with you last night, Nitoshi-sama. The food was excellent and the conversation was brilliant."

"I am pleased to hear it, Makiko-san," Nitoshi said. "I am sure I enjoyed it as well."

1

Prepared for Death



0

Limited: Choose your performing
Personality: Give him +2F.

“For all the unholy things that come crawling out of the Shadowlands now, I remember when it was worse. I worry that our children do not believe us when we tell them this. They must not forget what our ancestors suffered so to learn.” – Hida Kisada

2

Preserving Honor



0

Battle: Target an enemy Personality at the current battlefield: His controller chooses either to bow him, or to choose another location and move him there. If the bowing or movement is negated, remove the Personality from the game.

“Moto-san, Matsu-san, hear me!” Shiba Sansesuke cried out. “You cannot duel without first gaining your lord’s permission! Would you shame your families by dying in a common brawl?”

1



Relentless Conviction



0

UNIQUE

Battle: Target a dishonorable
Personality: Destroy him.

*"Face me, wretches! Face me, and I will show you
the wisdom of the Empress who sent us here to
dominate this cursed land!" – Daigotsu Ishibashi*



3

Remember Your Ancestors



0

POLITICAL

Battle: Bow your performing Courtier at any location and target an enemy attacking Personality: His controller may destroy him. If he did not choose this, discard a card at random from his hand, and choose a player, who gains or loses 3 Honor.

"It would be so unfortunate for your family's name to be sullied." – Shosuro Makiko

2



Rend the Soul



0

As a Focus Effect: Raise this card's Focus Value to 5. If your Personality wins this duel, he loses instead (*the other Personality still also loses*).

Battle: Choose your performing opposed Personality: Give him +5F. If the army he is in during this battle's resolution wins, this battle is tied instead. You will not destroy the province in this battle's resolution.

"The price! The price! It is paid!"

0



Retribution

0

Reaction: After the end of an Attack Phase in which you were the Defender: Declare an additional Attack Phase against that phase's Attacker, in which neither player may invite allies and you may only assign one Personality. Give the Personality and each Follower in his unit +1F after he assigns.

*"Landing the first blow is inconsequential.
Landing the final blow is crucial."*

4

Rhetoric



0

POLITICAL

Reaction: Before a player gains or loses Honor from an action's effects, bow your performing Courtier: Choose another player. If the Courtier's Chi is higher than or equal to the Honor gain or loss, the chosen player instead of the original player takes the gain or loss.

"I have heard the tale differently."

3

Rumors Travel



0

POLITICAL

Limited: Until your next turn begins, before each time a player gains 1 or more Honor, reduce the gain by 1 if it is not during a battle or Attack Phase.

Battle: If any enemy units are at the current battlefield, choose your performing Personality: Move him there. Straighten him if he moved.

"Did you hear what has happened?"

3



Sacrifice of Pawns



0

POLITICAL

Limited: Destroy your performing unbowed Courtier and target another player's Personality:

His controller may destroy the target. If he did not choose this, search your Dynasty deck for a Personality and bring him into play, paying all costs but paying two more Gold.
(Discard him if you are unable to play him.)

"Furikawari? Possibly."

3



Sanctioned Duel



0

IAIJUTSU

Limited: Choose your performing unbowed Personality and target another player's Personality: Your Personality challenges the target. He may refuse; if he does, dishonor him and gain 2 Honor. Destroy the duel's loser.

"Today I will uphold my clan's honor. Can the same be said for you?" – Kakita Mitohime

3



Selfless Defense



0

Battle: Choose your performing unbowed Yojimbo Personality and target an enemy Personality: Move him home. Bow him if you control a Courtier or Shugenja.

Battle: Destroy your performing Yojimbo and target one or more of your Courtier or Shugenja Personalities: Move them home.

Duty is never sacrifice.

4

Shadows Walk



4

FEAR • NINJA

Open: Bow one or more of your performing Shadowlands Ninja Personalities and target a card without attachments: If the card is an attachment, destroy it. If it is a Personality with Chi lower than or equal to the number of performers, permanently give him **Ninja** and **Shadowlands** and take control of him. Lose 3 Honor.

1

Shameful Injury



0

Battle: Even if you control no units at the current battlefield, target a Personality: Negate all current and new Force bonuses and penalties on him from actions.

“Better to die than live and become a burden upon your lord.” – Tangen’s Lies

4



Snake Tattoo



0

TATTOO

Reaction: After another player's Battle action targets your Tattooed Personality: Move him to an adjacent battlefield. If he is no longer a legal target for that action, negate its effects.

The rivalry among the monks of the Dragon and Spider never fully resolved, but bloodshed was rare.

2



Sneak Attack



0

Reaction: After engaging: The Attacker has the first opportunity to take a Battle action or pass in this battle.

Landing the final blow may be more important than the first, but done correctly, one blow may be both first and final.



3

Sniping



0

Reaction: After a Ranged Attack is targeted: Give it a strength bonus equal to its current strength.

Protecting the forests did not always mean protecting them from external threats. Not all their denizens were benign. Not all spirits were pure.

3



Solid Defense



0

Political Reaction: Before the resolution of another player's action, discard the Imperial Favor unless you control a Personality with 5 or higher Force: Negate any Honor losses from the action's effects.

Battle: Target a Personality without attachments: Move him home.

To protect one's home is its own reward.

3



Soul's Sacrifice



0

Battle: Choose your performing unbowed Samurai with 3 or higher Personal Honor and target an enemy Personality: Move him home. Permanently give your Samurai **Shadowlands** and **Undead**.

*"If I had more, I would give it. As it is,
I have only this meager life..."*



2



Spinning Heel Kick



0

AIR • KIH0

Battle: Choose your performing Monk: Straighten him. You may take an additional Battle action, which he must perform.

With the monks, it is difficult to tell where mastery of the body ends and mastery of the spirit begins.



4



Stay Put



0

Battle: Choose your performing unbowed Kensai and target an enemy card without attached Weapons or Armor: Bow it. You may attach a Weapon to your Kensai from your hand, paying all costs but paying 4 less Gold if he is defending.

“What do you value? Life? Honor? Glory?”



3

Steel on Steel



0

IAIJUTSU

Battle: Choose your performing unbowed Personality and target an enemy Personality: Your performer duels the target. Destroy the duel's loser.

Throughout the years, there remained one simple way to resolve any difference, no matter how serious.

3



Strategic Strike



0

Battle: Bow your performing Scout
Personality: Ranged 6 Attack, which
may target a Personality with attached
Followers if you have Reconnaissance.

*"A well placed arrow can accomplish what
an army cannot." – Tsuruchi Isas*



2

Strength in Terror



0

FEAR

Battle: Choose your performing Paragon and target an enemy Personality: Reduce his Force by an amount equal to your Paragon's Force. You may target and destroy one of the Personality's attachments. Lose 3 Honor.

"It is a strategy not lost upon the samurai of Rokugan. Look at their mempo. Some among us do not require such adornments, however." – Daigotsu Kanpeki

1



Strength of Purity



0

Battle: Choose your performing
Personality with 3 or higher
Personal Honor: Give him +3F.

*"Honor is a well from which a samurai can draw
great strength. When you have your honor you
never fight alone." – The Journals of Utagawa*



1



Summoned to Justice



0

POLITICAL

Battle: Choose your performing unbowed Courtier at any location and target an attacking Personality: Move him home. If he moved, bow him. If he is dishonorable, his controller loses Honor equal to his base Personal Honor.

Even when armies stand idle, the cause of justice is never still.

4

Superior Opponent



0

FEAR • IAIJUTSU

As a Focus Effect: You may destroy an attachment at the current battlefield if your Personality in this duel is there.

Battle: Choose your performing unbowed Duelist and target an enemy unit: Bow each Follower and Personality in it with equal or lower Force than your Duelist's Chi.

4

Surprise Attack



0

Battle: Choose one or more of your performing Nonhuman Personalities at the current battlefield and target one of the enemy leader's Personalities there or at home: Create a battlefield (*not associated with any province*). Move all the performers and targets there.

*The return of the Naga was welcomed
by few, and feared by many.*

2

Tell the Tale



0

Limited: Gain 1 Honor.

“Twenty five years ago today, the age that the Ikoma and Miya historians have chosen to call the Age of Conquest began.” – Matsu Kasei

1

The Compassion of the Unicorn



0

As a Focus Effect: You may choose (*now*) to delay the effects of losing this duel until after the next Dynasty Phase begins.

Battle/Open: Choose your performing unbowed Unicorn Clan Personality and target another unit: Straighten it. Gain 1 Honor, or 2 Honor if you do not control the target.

A samurai remains such even when his saya is filled.

3

The Courage of the Mantis



0

As a Focus Effect: You may choose (*now*) to delay the effects of losing this duel until after the next Dynasty Phase begins.

Battle: If any enemy units are at the current battlefield, choose your performing unbowed Mantis Clan Personality: Move him there. You may take an additional Battle action.

No enemy is so great as to require retreat.

1

The Courtesy of the Crane



0

POLITICAL

As a Focus Effect: After this duel ends, if you won it, give all your provinces +2 strength.

Open: Choose your performing unbowed Crane Clan Personality: Choose another player. He may draw a card. Draw two cards.

The open hand holds no weapon.

4



The Duty of the Crab



0

As a Focus Effect: You may choose (*now*) to delay the effects of losing this duel until after the next Dynasty Phase begins.

Battle: If you control any units at the current battlefield, choose your performing Crab Clan Personality who is face-up in your provinces or discarded (*not dead*): Bring him into play there, paying all costs.

A soul of strength knows no fear.

2



The Empress' Address



0

POLITICAL

Reaction: After the resolution of an action or a battle that destroyed any of your Personalities in a defending army, bow your performing Courtier or Empress and target your non-Unique Personality with your Clan alignment in your discard pile: Bring him into play (*in your home*), ignoring costs. Gain 2 Honor.

Her voice was too pure for the people to bear.

2



The Fires of War



0

UNIQUE

Battle/Open: You may use each ability on your Stronghold a second time this turn.

“In the long years since the Destroyer War, only one war between the clans marred the Empire: that of the Phoenix and Scorpion. The War of the Twins was unfortunate, and cost many lives. May we never see its like again.” – The Miya Histories



4



The Height of Courage



0

Reaction: Before the resolution of another player's action, choose your performing Personality: Negate his movement from the action's effects.

Battle: Choose your performing Personality: Give him and each of his Followers +1F.

A samurai does not fear enemies or death. When his end comes, it comes in glory and valor. It comes as a legend.

2

The Honesty of the Phoenix



0

As a Focus Effect: You may choose (*now*) to delay the effects of losing this duel until after the next Dynasty Phase begins.

Battle/Open: Choose your performing unbowed Phoenix Clan Personality: Name a card. After the next resolution this turn of your action from another Strategy or Ring with that title, draw a card, and choose a player, who discards a card.

Suffer not a lie to grow in your spirit.

3



The Honor of the Lion



0

As a Focus Effect: You may choose (*now*) to delay the effects of losing this duel until after the next Dynasty Phase begins.

Battle/Open: Choose your performing unbowed honorable Lion Clan Personality: Permanently give him a bonus raising his PH to 4 and the ability, “**Battle:** Target an enemy Personality with equal or lower Personal Honor: Bow him. Gain 2 Honor.”

Act only with honor and all is glory.

3



The Law's Strength



0

POLITICAL

Battle: Choose your performing Courtier or Magistrate and target a Personality: Move him home. If this did not move him home, destroy him.

“Manipulation, gossip, and deceit are powerful tools, but none can stand against the righteousness of the law. The Empress’ will be done.” – Kitsuki Daisuke



3



The Light of Justice



0

IMPERIAL • POLITICAL

Battle: If any enemy units are at the current battlefield, choose your performing Magistrate Personality at home: Move him to the current battlefield. If he moved, straighten his unit. If any dishonorable Personalities are now opposing him, you may take an additional Battle action.

“You will suffer for your crimes!”

4

The Loyalty of the Scorpion



0

As a Focus Effect: You may choose (*now*) to delay the effects of losing this duel until after the next Dynasty Phase begins.

Reaction: After an action targets your Scorpion Clan Personality, destroy your performing Scorpion Clan Personality: Negate either the bowing, movement, or destruction of the target from the action's effects.

Absolute devotion is absolute harmony.

2



The Power of a Word



0

POLITICAL

Reaction: After another player's Battle action targets your Courtier: The player may choose to lose 3 Honor. If he did not choose this, negate the action's effects.

Battle: Target one to three enemy dishonorable Personalities: The shadow of their shame shall fall upon their shoulders. Move them home.

3

The Power of One



0

Battle/Open: Choose your performing Commander: Straighten his unit.

Battle: Choose your performing unbowed Commander and target one or two enemy units with a combined total Gold Cost equal to or lower than your Commander's unit's total Gold Cost: Bow the targets.

"Never underestimate the danger posed by one truly brilliant officer." – Akodo Dairuko

2



The Serpent's Deception



0

FEAR • KIHŌ

Battle: Choose your performing Monk and target an enemy Personality whose unit has lower total Force than your Monk's unit: Move the target home. Your Monk feigns his injuries. He contributes Force to his army even if bowed. Lose 3 Honor.

"Perhaps my wound is fatal, and perhaps not. I will outlive you, however."

1

The Shadow Court



0

Battle: Choose your performing defending Courtier and target an enemy Personality: Bow him. After the next time this turn another player's action or a battle resolution destroys your Courtier, draw a card, and choose a player, who gains or loses 2 Honor.

"The Imperial Court is by far the most important court, but by no means the only important court." – Doji Makoto

4

The Sincerity of the Dragon



0

As a Focus Effect: After this duel ends, if you won it, give all your provinces +2 strength.

Battle/Open: Choose your performing unbowed Dragon Clan Personality: Name a number.

After the next resolution this turn of your action from another Strategy or Ring with a base Focus Value equal to the number, draw a card, and choose a player, who discards a card.

Speak only your soul and know only peace.

4



The Slow Death



0

As a Focus Effect: After this duel ends, give its winner +3F.

Battle: Target an opposed unit: Straighten it.

"It seemed a simple cut at the time, but it would not stop bleeding. In moments, he was weakened, and then he was dead. Unfortunate, but such things happen." – Bayushi Mitsuo

4

The Strength of the Spider



0

As a Focus Effect: You may choose (*now*) to delay the effects of losing this duel until after the next Dynasty Phase begins.

Battle: Choose your performing unbowed Spider Clan Personality and target an enemy Personality or Follower: Destroy it if it is bowed. Reduce its Force by an amount equal to your Personality's Force. Bow it if its Force is now 0.

Conquest crushes all fear and doubt.

1



The Trap is Sprung!



2009 KOTI WINNER – BRIAN FOX

0

Battle: If you have Reconnaissance, choose your performing unbowed Scout Personality, and target an enemy card: Bow it. Bow its unit if you are a Crane Clan player.

“War between the clans is strictly forbidden in the Empire. In the Colonies, it seems wise to permit a bit of leeway in the interests of stress reduction.” – The Imperial Governor



2



Torch's Flame Flickers



0

RECON

Reaction: After engaging, choose your performing Scout at the current battlefield: You have Reconnaissance there. Negate the next card effect that bows one or more of your Personalities who is there (*at the time*).

"Do not underestimate the Hiruma. Other Crab may be brutes, but the Hiruma are exceedingly dangerous." – Shosuro Aroru

1



Treachery and Deceit



0

Battle: Target a Personality whose unit's total Force is 7 or higher: Move him home.

"The task before us is no less than when our mothers undertook it," Kisada said. "If we are to succeed, we must put deceit behind us."

Nitoshi nodded. "To you and you alone, my friend, I shall never lie."

4



Twist of Fate



0

Reaction: Before your Dynasty Phase ends: Take an additional Limited or Open action.

“Every day contains one thousand chances for your destiny to be changed. Choose a path, choose an ally, choose an enemy... each affects all we do and all we ever shall do.” – The Tao of Shinsei



2



Undetectable Enemy



0

Reaction: After another player's action targets your Oni: Negate its effects.

"Do not think that the Empire is no longer troubled by oni. Our danger is greater than ever, for some have learned stealth and patience. Do not become so obsessed by the Spider that you lose sight of those who hide from them and us." – Kuni Renyu



1

Unimpeachable Name



0

POLITICAL

Reaction: Before the resolution of another player's action: Reduce each Honor loss from its effects by 3 (*minimum 0*). You may target and reonor a dishonorable Personality.

Battle: Bow your performing Shugenja and target an enemy card: Bow it. Gain 2 Honor.

"Do not speak ill of her. You only harm yourself."

1



Unseen Assailant



0

NINJA

Battle: Bow your performing Ninja:
Ranged 3 Attack. If the Ranged
Attack targeted a Personality, you
may compare it against his Chi.

*“Wrong my family and I will not take
vengeance tomorrow. I will wait years, until
you have forgotten me, and then your death will
simply be a mystery.” – Shosuro Konishi*

2



Useful Connections



0

POLITICAL

Open: Bow your performing Courtier and target one or more Personalities, up to an amount equal to your Courtier's Chi: Give **Cavalry** to them and to each of their Followers.

"He is magnificent! You must attend court with me next season so that we can display him properly!"



3

Veiled Menace



0

POLITICAL

Open: Choose your performing unbowed Courtier and target a dishonorable Personality: His controller loses 2 Honor.

After each time he is assigned (*this turn*), his controller loses 1 Honor.

"I think you may wish to choose your words more carefully. We all know how dangerous a misspoken word in court can be."

2

Vigilant Eyes



0

DARK VIRTUE • INSIGHT

Open: Choose your performing unbowed Samurai and target a Personality: Give him a Force penalty equal to your Samurai's Force.

Consumed with the aftermath of the Destroyer War for many years, the Scorpion slowly began to insert themselves more fully in the affairs of the Empire, much to the regret of the other Great Clans.

4

Wall of Honor



0

Battle: Move your performing opposed Personality home: Increase or decrease the strength of the current battlefield's province by an amount equal to the number of units on the enemy side there. Gain 2 Honor.

"Seal it up," Kisada commanded. "For the love of the Heavens, Nitoshi, you must seal it up in stone and steel."

3



Well Prepared



0

Battle: If you control a Terrain, target a card in a unit: Bow or straighten the target.

"Two and a half decades of peace can make a man weak and complacent. I will not have such things. We will have active drills twice per week. There will be no further breaches of the Second City." – Akodo Tsudoken



3



White Shore Plain



0

TERRAIN

While at the current battlefield, each of your Tacticians has the ability, “**Tactical Reaction:** Before this battle’s resolution: Give this Tactician a Force bonus equal to his Chi.”

Battle: If there are no Terrains at the current battlefield: Put this card into play there.

It is a place heavy with destiny.

3



Words Have Strength



0

POLITICAL

You may only play one copy of Words Have Strength in reaction to any one resolution.

Reaction: After a battle's resolution, or the resolution of another player's Battle action, if the resolution or action destroyed any of your Courtiers or Magistrates:
Choose a player, who loses 3 Honor.

2

Carpenter Castle

9

4

4

CASTLE

Siege Battle: Bow your target Castle or Siege card: Ranged 5 Attack. If this targeted a card, gain 2 Honor.

"If war were a thing you could touch and feel, this is where it would be made." – Kaiu Iemasa

Halls of the Forgotten

8

4

3

Reaction: After another player's Battle action targets your Berserker: Delay its effects on him until after this battle ends.

"It is much like a tomb, cold and quiet. It only comes alive in times of war, which its denizens not only embrace, but celebrate. Were they turned upon the Empire, it would tremble." – Akodo Dairuko

Kyuden Hida

8

4

3

EXPERIENCED

Recon Reaction: After engaging: You have Reconnaissance at the current battlefield. Create and attach a 0F **Scout** Follower to each of one to three of your Personalities in your current army. Remove those Followers from the game after the battle ends.

"Rebuilt, stronger than ever." – Hida Kisada

Yasuki Palaces

7

5

3

EXPERIENCED

This card produces 1 less Gold when paying for a Personality.

Battle: Even if this card is bowed and even if you control no units at the current battlefield, target an attacking Personality and pay 3 Gold: Move him home. If he moved, his controller loses 1 Honor.

Hidden Falls Dojo

7

4

5

Dojo

Recon Open: Target one or two provinces: You have Reconnaissance at their battlefields. After each Cavalry Maneuvers Segment there is an additional Infantry Maneuvers Segment in which only your Scout Personalities may be assigned and only to the targeted provinces' battlefields.

Kyuden Otomo

6

4

6

IMPERIAL • EXPERIENCED

You may substitute discarding a Favor token from this card for discarding the Imperial Favor as a cost.

After you take the Imperial Favor: You may discard it; if you did, add a **Favor** token to this card.

Political Open: Bow your performing honorable Courtier: Add a **Favor** token to this card.

Shinden Asahina

6

4

6

TEMPLE

Open: Even if this card is bowed, bow your performing Shugenja and target another player's unbowed Personality: His controller may choose to bow him and negate his straightening (*this turn*). If he did not choose this, gain 1 Honor.

Here, all is serenity and truth.

The Aerie

6

4

6

Iaijutsu Battle: Even if this card is bowed, choose your performing unbowed Samurai and target another player's Personality: Your Samurai duels the Personality. Bow and dishonor the duel's loser. The winner's controller gains 1 Honor.

"It is said the masters of the Doji Magistrates can see to the Mantis Islands." – Kakita Mitohime

Dragon's Breath Castle



7

4

5

After another player's Dynasty Phase begins, if he controls any Personalities and he assigned none of them to an attacking army this turn: Gain 2 Honor.

Reaction: Even if this card is bowed, after engaging at a battlefield at one of your provinces: The Attacker targets and bows one of his Personalities there.

Foothills Keep



7

4

5

Equipping Weapons is a
Battle/Open action for you.

Battle/Open: Choose your performing Kensai and target a Weapon in your discard pile: Attach it to him, paying all costs.

"It is a humble name for a school of exceptionally dangerous enemies." – Matsu Hachiro

Pillars of Virtue

7

4

5

Reaction: After the resolution of a Kiho Battle action you took: Take an additional Battle action.

*“The pillars themselves remain within the Empire.
The pillars within our spirit remain with us
no matter where we go.” – Togashi Osawa*

Watchful Eye Dojo

7

4

5

Dojo

Iaijutsu Open: Even if this card is bowed, choose your performing unbowed Personality and target another player's Personality: Your performer challenges the target. He may refuse; if he did, dishonor him and gain 1 Honor. Bow the duel's loser.

Eternal Victory Dojo

7

3

7

Dojo

Your deck may include four copies each of one or two non-Unique Strategies with Battle abilities.

Reaction: After your Tactical action resolves:
Draw a card after the next End Phase begins.

"The Lion train for war even during decades of peace. I find them both great and terrible." – Asahina Michiru

Halls of Memory

7

3

7

Your Ancestor Personalities have
-1F while attacking.

Your Shugenja may use their base Battle abilities
even if they are not at the current battlefield.

After your Ancestor Personality is destroyed
during a Combat Segment: Gain 1 Honor.

Here the Kitsu remember their ancestors...

Shamate Keep

7

3

7

Your dishonorable Paragons do not have a maximum Personal Honor of 0 from the rulebook.

Battle: Choose your performing unbowed Personality and target a Personality with equal or lower Personal Honor: Move him home.

Gain 2 Honor if you do not control him.

“The Destroyers are gone, but we would be foolish to assume we will never be threatened.” – Matsu Kenji

The Golden Plains

7

3

7

Recon Reaction: After engaging: You have Reconnaissance at the current battlefield. Create a **Terrain** Strategy with the ability, “**Battle:** If this card is in play, destroy it and target a Terrain in your hand: Take an additional Battle action to play it.” Put it into play there.

“I have traveled farther than any Lion in history, but nothing is so beautiful as home.” – Ikoma Shika

Kalani's Landing



7

4

2

PORT

This card will not produce Gold when paying for an attachment.

After each phase begins: Straighten this card.

Reaction: After an action is announced, target a card (*in play*): Give it -2 Gold Cost.

Koshin Keep

7

4

2

Recon Reaction: After engaging: You have Reconnaissance at the current battlefield. Until this battle ends, your Ranged Attacks that do not destroy their target have the additional effects, “reduce the target’s Force by the Ranged Attack’s strength and you may take an additional Ranged Attack Battle action that may only target the same card”.

✦ *“Naming it for the Fortune of Roads was a bit of irony.”*

Kyuden Kitsune



7

4

4

FOREST • EXPERIENCED

Your forests are maddening. Negate the first movement each battle into attacking armies at your provinces' battlefields from other players' actions.

Limited: Bow your target Forest: Gain 1 Honor.



"We are never alone." – Mantra of the Kitsune

Suitengu's Torch

7

4

2

THUNDER

Reaction: After you announce a Thunder Battle action: Its effects will not be negated or delayed.

Battle: Choose your performing unbowed Personality and target an enemy Personality: Move him home.

The sea can be harnessed, but never controlled...

Library of Rebirth

6

4

6

Reaction: Even if this card is bowed, when paying for a Spell during the Combat Segment: Produce 4 Gold.

Battle: Choose your performing Shugenja: Straighten him. You may take an additional Battle action.

Within the Second City, the Phoenix delved into all manner of lore once overlooked.

Shiro Shiba

7

4

6

Battle: Choose your performing unbowed Samurai: Melee 4 Attack, with +2 strength if you control a Shugenja.

"An unassuming home for an unassuming people. They are what all warriors should strive to become." – Isawa Tamaki

Temple of Purity



6

4

6

TEMPLE

Open: Even if this card is bowed, target another player's Personality: Give him $-4F$, which will not be negated. If he is Kolat, Ninja, or Shadowlands, you control an Inquisitor, and it is not your turn, choose a player, who gains or loses 2 Honor.

Waystation of the Path



6

4

6

TEMPLE

Reaction: After another player's action targets your performing Henshin, target another of your Personalities: The Henshin is reborn. Transfer his attachments and tokens to the other Personality.

The action's effects that would destroy your Henshin instead overlay him onto the Personality.

Law of Darkness Dojo

7

4

1

Dojo

After another player loses Honor from your Battle action: He loses 1 Honor.

Battle: Even if this card is bowed, target an enemy Personality: Give him -4F.
Bow him if he is dishonorable.

Midday Shadow Court

7

4

1

When a Lobby action checks Family Honor, your Honor is treated as 20 points higher.

Political Open: Even if this card is bowed, target another player's Personality: After the next time this turn he is assigned, or an action that he performed ends, dishonor him and his controller loses 1 Honor.



"If you meet a friendly Scorpion, run." – Munemori's Memoirs



Shiro Chugo



Political Reaction: Before an action's resolution, choose your performing unbowed Courtier: Reduce any Honor gain or loss from the action's effects by 2.

Battle: Choose your performing unbowed Personality: Melee 4 Attack, with +1 strength if he is Loyal.



"All I ask for is your life." – Bayushi Nitoshi



The Otoro Estate



You do not lose Honor from Ninja cards you own.

Ninja Open: Look at all face-down cards in one player's provinces.

Ninja Battle: Choose your performing unbowed Ninja Personality: Ranged 4 Attack. You may move your Ninja home.

Scorpion holdings are rarely obvious to others.





Keep of the Dead

7

4

0

You do not lose Honor from Spider Clan and Fate cards you own. You ignore Honor Requirements on your Followers.

Battle: Choose your performing Commander: If any enemy units are at the current battlefield or he assigned there, move him there. Straighten his unit if he moved.

☘ *"This land is dead, but we will resurrect it." – Daigotsu Kanpeki*



Steel Soul Dojo



7

4

0

Dojo

You do not lose Honor from Spider Clan and Fate cards you own.

After the resolution of the first Dark Virtue action you took each phase: Draw a card.

“Serve your lord until you are strong enough to take his place. It is the way of the Spider.” – Daigotsu Kanpeki



The Shadow's Lair



You do not lose Honor from Ninja and Fate cards you own.

Ninja Battle: Once per battle, even if this card is bowed and even if you control no units at the current battlefield, target one or more unopposed units with combined total Force of 9 or lower, or one opposed unit: Move each target home; this will not be negated or delayed if you control a Ninja.





The Spider's Web

7

4

1

After your Personality enters play: You may attach a Weapon to him from your hand, paying all costs but, once per turn, paying 4 less Gold if he is a Kensai.

"Those who bear the Spider's mon and who are without the touch of Jigoku may remain within the Empire as monks." – Voice of the Emperor

Palace of the Breaking Dawn



7

3

2

Your Ronin cards enter play paying 1 less Gold and ignoring Honor Requirements.

Battle: Even if this card is bowed, choose your performing opposed Ronin Personality: Give him +2F.

"Not since the Clan War have wave men been held in such esteem. The Legion of Two Thousand are men of honor indeed." – The Imperial Herald

Journey's End Keep

7

5

4

Battle: Choose your performing unbowed Personality and target a Personality with as many or fewer Followers attached: Move him home; this will not be negated or delayed.

Here the Unicorn welcome their brothers to the Colonies after weeks of traveling. The celebrations they hold are legendary.

Plains of the Maiden

7

5

5

After you destroy a province or army in battle resolution as the Attacker: Gain Honor equal to the number of your Battle Maidens at the current battlefield.

“The other families can devote their time to the Colonies if they wish. They know Rokugan is well protected.” – Utaku Ryoko



The Khan's Estate

7

5

4

Tactical Limited: Choose your performing Tactician: He may not be assigned to attack this turn. Draw a card.

"The division of Unicorn Champion and Khan was done to decentralize the clan's power, to ensure that the tragedy of Chagatai might never be repeated." – Miya Histories



The Temple of Death



7

5

4

TEMPLE • EXPERIENCED

Limited: Target a discarded Personality:
He becomes honorably dead.

Battle/Open: If you own a dead Personality,
choose your performing unbowed Shugenja
and target a Personality: Straighten him. You
may bow him if this is the Combat Segment.